

**PRIMA'S OFFICIAL STRATEGY GUIDE**



**FOR PLAYSTATION**



Steve Honeywell





## PRIMA'S OFFICIAL STRATEGY GUIDE

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#### DEDICATION

To Mo, B, and Luna—three of the best friends I've ever had.

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# CONTENTS

|   |     |
|---|-----|
| AN INTRODUCTION<br>TO DIABLO .....            | 1   |
| THE CHARACTERS .....                          | 6   |
| THE TOWN OF TRISTRAM .....                    | 13  |
| WEAPONS, ARMOR,<br>AND ITEMS .....            | 21  |
| MAGICAL ITEMS AND<br>MAGIC SHRINES .....      | 32  |
| CHARACTER SKILLS AND<br>MAGIC SPELLS .....    | 42  |
| THE CREATURES OF<br>THE LABYRINTH .....       | 57  |
| EXPLORING THE LABYRINTH ...                   | 77  |
| THE MINOR QUESTS<br>OF DIABLO .....           | 84  |
| THE MAJOR QUESTS<br>OF DIABLO .....           | 94  |
| GAMEPLAY HINTS AND<br>COMBAT STRATEGIES ..... | 107 |
| STATISTICS .....                              | 116 |



# AN INTRODUCTION TO *Diablo*

## THE STORY OF *Diablo*

The town of Tristram seems to be cursed. Lately, all manner of ills have besieged this small community, from the arrival of hordes of monstrous creatures to the kidnapping of the Prince Albrecht, to the madness and death of the formerly benevolent King Leoric. Your arrival brings hope to the town, but the people have been low in spirit for a long time. The innkeeper, Ogden, says it best when you first speak with him:

"Thank goodness you've returned! Much has changed since you lived here, my friend. All was peaceful until the dark riders came and destroyed our village. Many were cut down where they stood, and those who took up arms were slain or dragged away to become slaves—or worse. The church at the edge of town has been desecrated and is being used for dark rituals. The screams that echo in the night are inhuman, but some of our townsfolk may yet survive..."

### THE GREAT CONFLICT AND THE SIN WAR

To fully understand what is going on in Tristram, you must go back many years into the past, to a time long before there even was a Tristram, or even a world.

Before the beginning of time, the forces of Good and Evil, Light and Darkness, have been at war, with the entirety of creation as the prize for ultimate victory. The two sides have battled back and forth, with neither gaining the upper hand for long. Finally, both sides saw that mankind may be the means to victory.

Mankind stands in a unique position in terms of this Great Conflict, because they have the ability

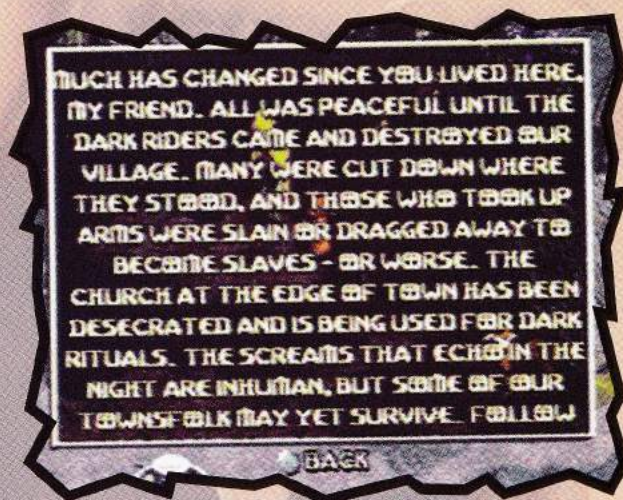


FIGURE 1-1

OGDEN'S SPEECH AT THE BEGINNING OF THE GAME WILL GIVE YOU THE IMPETUS YOU NEED TO START INTO THE LABYRINTH.



to choose between Darkness and Light. With both sides understanding this, the powers of Good and Evil have made their best efforts to convert mankind to their side.

The arrival of humanity into the Great Conflict became known as the Sin War. Demons and Angels disguised themselves as humans and traveled in the world, attempting to secure the services of people for their own ends. Demons found that humans responded mostly to brute force rather than coercion, and started to bully people into submission. The Angels fought against this, but their strict discipline often alienated the people they were trying to save.

Even while the Demons were more successful at bringing mankind into the fold, there was dissension in the ranks. Many Demons felt that humankind was more or less an abomination, something else with which they would either have to destroy or share their power. The atrocities their resentment caused served to turn more people toward the side of Good.

It was at this time in the Great Conflict that the three Great Evils in Hell—Baal, Mephisto, and Diablo—began to concentrate their efforts on perverting human souls. They believed that mankind was the key to ultimate victory in the Great Conflict. This change in the three Evils created confusion, anger, and rage among the other powers and minor Demons in Hell. The four Lesser Evils in Hell—Duriel, Andariel, Belial, and Azmodan—used what they felt were the masters' "three weaknesses" to gather the strength of Hell's hordes behind them. With this power, they expelled Baal, Mephisto, and Diablo to the mortal realm. Their hope was that with these monsters now in the realm of mankind, the Angelic hosts would be forced to turn their attention there, leaving the Gates of Heaven unguarded.

Mankind was unprepared for the vengeance of the three Great Evils, but not unready to defend itself. An order of mortal magicians was gathered

by the Archangel Tyrael with the goal of hunting down and containing the three Great Evils. This order, called the Horadrim, developed the Soulstones, capable of containing the three Great Evils. They successfully captured Baal and Mephisto. Diablo escaped, however, and the Horadrim pursued him for decades, eventually trapping him in a Soulstone. This stone was buried beneath a cathedral in what would eventually become Tristram.

### DIABLO'S ESCAPE

A powerful but benevolent king named Leoric conquered and controlled the land that held Tristram. While the people were initially unhappy, Leoric proved to be just and fair. The land prospered under his rule. All seemed well with both the kingdom and Tristram, but the trouble was just beginning.

Diablo, buried beneath the cathedral, was encased in the Soulstone, but was still aware of his surroundings. This Demon lord retained some power. He entered the dreams of the Archbishop Lazarus and forced him to enter the labyrinth below the cathedral, guiding his steps until Lazarus



FIGURE 1-2

**NOT EVERYTHING YOU FIND IN THE LABYRINTH WILL BE BENEFICIAL. SOME ITEMS ARE MORE HARMFUL THAN GOOD.**



## An Introduction to *Diablo*

stood in the chamber with Diablo's Soulstone. His will shattered, Lazarus raised the Soulstone over his head and smashed it, freeing Diablo.

But Diablo was still weak and needed a human body in order to gain his power. He chose as his victim the most powerful person in the lands above, King Leoric. Leoric fought against the possession with all of his might, but even in Diablo's weakened state, Diablo was simply too powerful for him to resist. Eventually, King Leoric succumbed to the Demon lord's will. With Lazarus already bent to the demonic commands of Diablo, the land soon began to suffer. Leoric began ordering his knights to demand the local residents' submission. It was then that the people began to call King Leoric the Black King.

Diablo's control of Leoric was never complete, however. In his weakened state, there was no way he would ever be able to completely dominate the powerful king. He needed a more suitable victim for his domination. He didn't have to look too far to find one.

### The Betrayal

Diablo's choice for his next victim was literally only a step away from Leoric. Prince Albrecht was the perfect choice. He was too young to have developed a strong will of his own, and with both Leoric and Lazarus on Diablo's side, he was easily accessible. Lazarus kidnapped the boy and took him to his dark master. Diablo used his power to bring forth Albrecht's worst nightmares. Gripped in fear, the boy was an easy victim for Diablo. Albrecht was taken over completely, and Diablo's power began to grow.

Leoric didn't know what had happened to his son, despite being overwhelmed by Diablo himself. He flew into a rage and started blaming everyone for the disappearance of his boy. Townspeople in Tristram were slaughtered mercilessly in Leoric's rage. Eventually, it became too much for the people to bear. Lachdanan, the captain of Leoric's knights,

AND SURVIVOR OF THE DARK EXILE. WHEN HE AWAKENED FROM HIS LONG SLUMBER, MY LORD AND MASTER SPOKE TO ME OF SECRETS THAT FEW MORTALS KNOW. HE TOLD ME THE KINGDOMS OF THE HIGH HEAVENS AND THE PITS OF THE BURNING HELLS ENGAGE IN AN ETERNAL WAR. HE REVEALED THE POWERS THAT HAVE BROUGHT THIS DISCORD TO THE REALMS OF MAN. MY LORD HAS NAMED THE BATTLE FOR THIS WORLD AND ALL WHO EXIST HERE THE SIN WAR.

BACK

FIGURE 1-3

**YOU WILL FIND MANY TOMES IN THE LABYRINTH THAT WILL HELP YOU UNDERSTAND THE TROUBLES OF TRISTRAM.**

killed Leoric, but not until the mad king cursed him and all the knights with his dying breath.

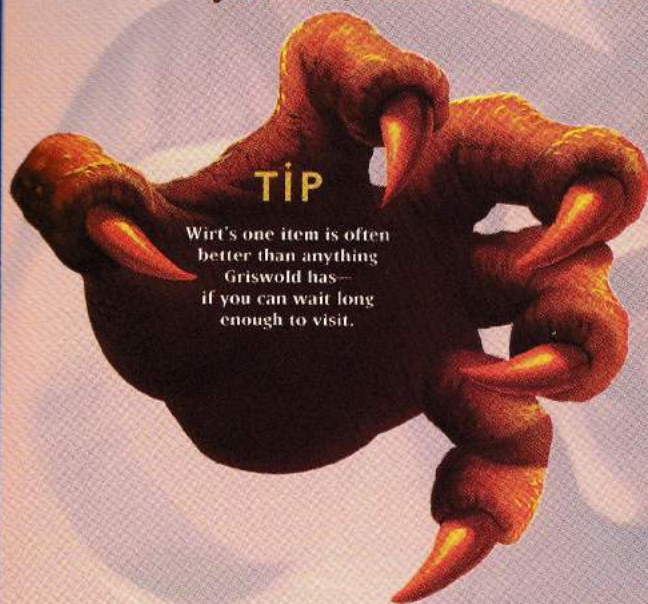
The Archbishop Lazarus, long a tool of Diablo, now came to the townspeople with a bold plan to rescue the missing prince from the labyrinth. He led the angry mob of townspeople into the labyrinth, which turned out to be a trap. Once inside the cathedral, Lazarus abandoned the townspeople and ran into the deepest part of the labyrinth. Diablo slaughtered the townspeople.

This is where you come in. The failed attempt to rescue Prince Albrecht happened recently, and the townspeople are still reeling from the effects. You must descend into the labyrinth below the ruined cathedral and discover the source of the evil that is plaguing Tristram.

## How To Use This Book

*Diablo* is a complex game. In your travels through the labyrinth below the ruined cathedral in Tristram,





### TIP

Wirt's one item is often better than anything Griswold has— if you can wait long enough to visit.

you will encounter hundreds of evil creatures, discover many magical items of power, and solve over a dozen quests. *Diablo* itself is somewhat random. You'll never encounter the same labyrinth twice, and with the exception of the unique magic items

that occur in many games, you will rarely find two identical magic items.

Because every labyrinth is different, and you'll almost always find different items in each one, there is no way to tell you how to handle every encounter, which magical items you should look for and keep, or where to go in every situation. The labyrinths that were used in the creation of this book will be different from the ones you play through. At the same time, there are a lot of things that are identical from labyrinth to labyrinth and game to game.

*Diablo* has many subtleties that are difficult to understand or even realize. Many of the parts of this book can give you a deeper understanding of the way *Diablo* works, and the best way to get through it.

This book will heighten your ability to succeed in *Diablo*, from learning the different spells to understanding the differences between the monsters, to learning which magic items can help and which can harm you. You'll learn about all of the townspeople in Tristram and how to make use of their special knowledge and abilities. In short, while you won't learn everything there is to know about the details of your *labyrinth*, you will learn everything there is to know about *Diablo* as a whole.

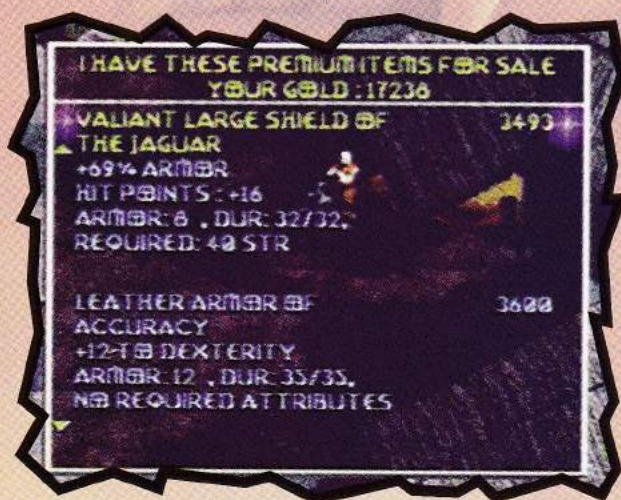


FIGURE 1-4

YOU'LL SOON LEARN TO APPRECIATE THE SUPPLY OF MAGIC ITEMS THAT GRISWOLD STOCKS AT HIS SMITHY.

## EXPLANATION OF TERMS

Some terms will crop up here and there in this book. It's important to get a good grasp of what each of these terms means.

**Armor Class**—Your level of protection against attacks from your enemies. The higher your armor class, the more effective it is at stopping enemy attacks before they hit you.

**Attribute**—The four basic characteristics of your character. Each character has a score for strength, magic, dexterity, and vitality. These



scores directly control your ability to use the items you find in the labyrinth, your mana, hit points, and the damage you cause in combat.

**Catacombs**—Levels 5-8 of the labyrinth.

**Cathedral**—Levels 1-4 of the labyrinth.

**Caves**—Levels 9-12 of the labyrinth.

**Hell**—Levels 13-16 of the labyrinth.

**Hit Points**—Your ability to take damage. Each time you take damage in combat, you lose hit points. Obviously, having more hit points means you can handle more damage. Your amount of hit points is controlled by your vitality attribute.

**Labyrinth**—The area below the ruined church in Tristram from which Diablo controls his many creatures.

**Mana**—Magical power. Casting spells that you have learned costs mana. More powerful spells require additional mana to cast. Your magic attribute directly controls how much mana you have at your disposal.

**Melee Range**—Close enough to hit labyrinth dwellers with a weapon other than a bow.

**Melee Weapon**—Any non-bow weapon that requires you to be close to your target.

**Resistance**—Your ability to ignore the effects of fire, lightning, and magic spells cast by the creatures of the labyrinth.





# THE CHARACTERS

Each of the three character classes in *Diablo* are very different from each other. Warriors base their power on strength and physical might, Rogues on speed and a good armor class, and Sorcerers on magical skill. Each class has abilities and skills that will make certain parts of the labyrinth easier than others, as well as limitations that will make some quests or types of monsters incredibly difficult to combat.

While each character type has particular attributes that it excels with, it's important to note that each does have the ability to make significant gains in each of the four basic attributes. Warriors can cast spells, Sorcerers and Rogues can enter hand-to-hand combat, and the like. Because of this, it's important that you put the gains from each level across the range of your attributes. You will need to be at least competent in every area if you wish to be successful in defeating Diablo.

## THE WARRIOR

The Warrior is the most physically impressive of the three character types, having spent the bulk of his life learning to use the weapons of his trade. Not as adept with a bow as Rogue characters, nor as good with a staff as Sorcerers, the Warrior is the undisputed master of clubs, axes, and swords. His training

in the art of melee weapons has left him short in the use of magic. While eventually able to wield powerful magical forces, the Warrior is the worst spell caster among the three classes.

## ABILITIES AND LIMITATIONS

### ADVANTAGES

There are a number of significant advantages to playing the Warrior. First and most important is the



FIGURE 2-1

**THIS WARRIOR MIGHT LOOK LIKE HE IS IN TROUBLE, BUT HIS SKILL IN CLOSE-RANGE COMBAT WILL USUALLY LET HIM TRIUMPH EVEN IN DIRE SITUATIONS LIKE THIS ONE.**



## THE CHARACTERS

Warrior's combat skill. No other character can cause as much damage in as short a time as the Warrior. In close combat, the Warrior is much faster than a Sorcerer or a Rogue, and only a Rogue armed with a bow attacks more quickly. His incredible potential for strength allows him to use the most powerful weapons in *Diablo* with ease. That same strength also enables Warriors to wear strong and effective armor. Because of this, Warriors tend to have the highest armor class of the three characters.

This natural strength and physical durability makes the Warrior even more effective in terms of combat, because with each new level gained, the Warrior gets two hit points, and another two hit points for each point of vitality. This vitality, in addition to the extra hit points, means that the Warrior takes less damage from enemy attacks than the other characters.

A final benefit for the Warrior is that he has the possibility of a critical strike in combat. This ability (a percent chance equal to one half his level, so a level 30 Warrior has a 15% chance for a critical strike), when it comes into play, allows the Warrior to strike for double damage. While useful at the lower levels, high-level Warriors with a good chance at this strike, and delivering 50+ hit points of damage normally, can slay any creature but bosses with a single blow.

### DISADVANTAGES

Naturally, there are some drawbacks to the Warrior character as well. One of the most obvious is the Warrior's lack in magic attributes. The Warrior starts so low in this attribute that he cannot read any books he finds until he has boosted this score, and with strength and vitality being such a priority for the Warrior, adding points to magic tends to take a back seat. The Warrior only gains a single point of mana for each magic point as well, so even with several levels of spells, Warriors don't have the ability to cast too many spells before the mana runs out.



FIGURE 2-2

**ATTACKING FROM A DOORWAY LIKE THIS ONLY LETS A FEW ENEMIES ATTACK AT ONCE. THIS IS A GREAT LOCATION FOR A WARRIOR TO FIGHT CREATURES WHO CAN'T HIT FROM RANGE.**

The other significant problem with the Warrior is that he is poor with a bow. Combined with his low magic ability, this leaves him without much in the way of attacking from range. Since the bulk of the monsters in the labyrinth will charge, this isn't always a big problem. It can make for some very frustrating combats with bow-firing Goat Men, Succubi, Counselors, and some Spitting Terrors, though.

### THE WARRIOR'S BEST PLAN

The best plan when playing a Warrior is to beef up your resistances to lightning, fire, and magic. Also, since you generally will want to wear and use items that boost your strength and vitality attributes, you'll still be low in the magic score. Hang on to the magic-increasing items you find, then leave them in town. Any books you find that you can't read can be brought back to Tristram so that you can equip yourself with these magic-enhancing items enough to read these books. This will help you boost your spells, either reducing the mana cost for casting them, or allowing you to cast them with more power.



Fire Wall, Stone Curse, Chain Lightning, and Fireball are all excellent spells to learn at high levels for the Warrior because they cause a lot of damage or prevent ranged attacks, and do so at range.

In the beginning, be prepared to burn through incredible amounts of healing potions and scrolls. You'll find more mana potions than you need—leave some lying around Tristram for later use and sell some others to Adria to allow you to purchase additional healing from Pepin. The middle levels are where you really have the greatest advantage, since the bulk of the monsters don't have distance attacks, and good armor and a better weapon are the most important things. The Hell levels are the most difficult for the Warrior. Make sure your resistances (especially against magic) are high, and improve your ability in Stone Curse for the best chance of survival.

### STARTING STATISTICS AND EQUIPMENT

Of all the characters, the Warrior starts with the most equipment. Rather than having just one weapon, he has two: a short sword and a club. Since the club works fine against the less powerful creatures of the labyrinth and has additional benefits against undead, you can sell the short sword for a little extra gold. The buckler will give you a little protection, but you should spend your initial money on an inexpensive helm and armor.

### THE ROGUE

Depending on agility and speed, the Rogue is a real force to be reckoned with in the labyrinth. Capable of slaying even the most deadly monsters with her skill and a good bow, the Rogue is less able to handle the rigors of fighting the labyrinth dwellers at close range. Obviously not as capable with magic as the Sorcerer, the Rogue is still pretty adept when it comes to casting spells and learning new ones. The

### THE WARRIOR

|                    |   |
|--------------------|---|
| Starting Strength  | 30  |
| Maximum Strength   | 250   |
| Starting Magic     | 10  |
| Maximum Magic      | 50  |
| Starting Dexterity | 20  |
| Maximum Dexterity  | 60  |
| Starting Vitality  | 25  |
| Maximum Vitality   | 100   |
| Starting Equipment | 2 healing potions,<br>short sword, club,<br>buckler, 100 gold |

Rogue's naturally high dexterity gives her an excellent armor class, which only enhances her combat abilities.

### ABILITIES AND LIMITATIONS

#### ADVANTAGES

In many ways, the Rogue is the most fun character to play in *Diablo*. Her speed of attack with a bow allows her to burn through monsters at an amazing rate. With a powerful bow, she can whittle her way through masses of enemy creatures in short order. This is her main advantage. With a bow, she is unmatched in skill, and should virtually always be equipped with one. Bows are doubly effective in the Cathedral levels where metal grates allow you to fire at monsters unable to attack you.

Another significant advantage of the Rogue is her high dexterity attribute. This has several great effects. First, a high dexterity means a high armor class. While the Rogue isn't always strong enough to wear the most powerful armor available, her dexterity, when it reaches its highest levels, will afford her excellent defensive capabilities. The other benefit is that high dexterity improves her chances to hit in combat. With a good bow, there are few misfires.





FIGURE 2-3

**ONE OF THE GREATEST ADVANTAGES THE ROGUE HAS IS HER SKILL WITH THE BOW. WITH HER SPEED OF ATTACK, SHE CAN DAMAGE POWERFUL CREATURES LIKE BOSSES AND PULL BACK WITHOUT WORRYING ABOUT RETALIATION.**

For each level she gains, the Rogue adds one hit point and one point of mana. This gives her decent combat ability as well as good potential for spells. It is her spell ability that makes her impressive when it comes to combat. Like the Warrior, the Rogue should bulk up in terms of offensive spells like Fire Wall and Chain Lightning. Her lower hit point totals make the Mana Shield almost a necessity for success on the lower levels. Telekinesis is another great spell for the Rogue. With it, she can open doors from a distance and fire her bow at the creatures beyond.

### DISADVANTAGES

The major disadvantage of the Rogue is that she suffers in hand-to-hand combat. The bow, which is so useful at range, is not that great when it comes to fighting at close range. Until her strength and dexterity are raised to higher levels, the Rogue isn't able to wear much in terms of armor, which makes her problems with close combat even worse.

This poor ability at close range makes the Rogue vulnerable to enemies prone to charging. Winged Fiends and Horned Demons are especially problematic for the Rogue, and the powerful attacks of mace-wielding Goat Men and Overlords can quickly knock her flat.

### THE ROGUE'S BEST PLAN

As a Rogue, your best plan is to beef up your resistances and offensive spells. Your magic ability will eventually allow you to read a lot of the books you find. Like the Warrior, save a few items that increase your magical skill. While it starts fairly low, you can bulk it up quickly, and you are more adept at learning powerful spells than the Warrior. Cheap, inexpensive armor can keep some of the damage away from you, so use the money you find to purchase the best armor and helm you can from Griswold. Since you'll be using a bow, you won't be able to carry a shield, so your armor is more important.

Despite this limitation, you're at your best in the early going. When the Sorcerer is burning



FIGURE 2-4

**HER ABILITY TO SPOT TRAPS ALLOWS THE ROGUE TO AVOID ADDITIONAL DAMAGE IN THE LABYRINTH.**



through potions of mana and the Warrior is chugging potions of healing like chocolate milk, you can keep your distance from your enemies and slice through them without worrying about taking hits. You'll have the most trouble in the middle levels, when the creatures you face will be aggressive and powerful, and will not keep their distance from you. On these levels, be prepared to learn healing at the highest possible levels, and keep yourself well stocked with potions of the same. On the Hell levels of difficulty, you come into your own again, when the creatures you are dealing with are only too happy to let you hang back and fire at will.

### STARTING STATISTICS AND EQUIPMENT

The Rogue starts with less equipment than the other characters, but she needs less at first. Her bow is a great equalizer at the start of a game. Use your initial gold to buy the best armor and a helm from Griswold at the start of the game. Since you'll need fewer potions of mana and healing than the other characters on the first few levels, hoard your gold and use it to buy increasingly better armor from Griswold. It's also a good idea to keep several good bows around for different situations.

#### THE ROGUE

|                    |   |
|--------------------|---|
| Starting Strength  | 20  |
| Maximum Strength   | 55  |
| Starting Magic     | 15  |
| Maximum Magic      | 70  |
| Starting Dexterity | 30  |
| Maximum Dexterity  | 250                                       |
| Starting Vitality  | 20  |
| Maximum Vitality   | 80  |
| Starting Equipment | 2 healing potions,<br>short bow, 100 gold |

## THE SORCERER

The undisputed master of magical power, the Sorcerer is able to wield incredible forces of magic. Able to learn the most powerful of spells easily, the Sorcerer is much less able to handle himself when it comes to hand-to-hand combat. Eventually able to hold his own in a fight against the creatures of the labyrinth, the Sorcerer is nonetheless best served by hiding behind a massive wall of stalwart spells.

### ABILITIES AND LIMITATIONS

#### ADVANTAGES

It should be no surprise that magic is the Sorcerer's strong suit. Even at the start of the game, the Sorcerer has the ability to read most of the books he comes across. His magical abilities are useful both for offensive and defensive capabilities. Both scrolls and books will be extremely useful for the Sorcerer as he uses his tremendous capability to cast spells at the highest level to defeat all who oppose him.

The Sorcerer is the only one of the three characters that starts the game with spell-casting ability. In addition to the staff he carries, he also has two levels of Firebolt, which is inexpensive to cast and quite effective in the early going against the creatures in the Cathedral levels. Additionally, you'll find more books than the other characters, allowing you to further beef up your advantage in spells.

One of the real benefits of the Sorcerer as opposed to the Rogue character is that Sorcerers are able to use any weapon decently. Like the Warrior, the Sorcerer isn't that great with a bow and is decent when using a staff, but it is entirely within the Sorcerer's ability to use a sword and shield. Since both his strength and dexterity tend to be on the low end of the spectrum, this additional ability to defend against damage is a great help to your ability to survive in the labyrinth.





**FIGURE 2-5**

**THE SORCERER'S SKILL IN MAGIC ALLOWS HIM TO DEAL DAMAGE AT RANGE, AS HERE WITH A HANDY FIREBOLT SPELL.**

The Sorcerer's magic ability is reflected in his gaining of two mana points for each level gained, as well as two points for each point of magic. He only gains a single hit point from each addition to his vitality. Because his mana points are so high and his hit points so low, it benefits the Sorcerer greatly to learn the spell Mana Shield to as high a level as possible, or to find and use as many scrolls of the same as he can find. With this skill in effect, potions of mana are just as good as potions of healing, and with your other spells at a high level, you won't be using as much of your mana to cast them.

### DISADVANTAGES

The Sorcerer's limitations are obvious. Poor physical strength and low dexterity make for a poor armor class, which makes the Sorcerer vulnerable to attacks from even the weakest dwellers in the labyrinth. This poor strength also means that the Sorcerer won't be able to wear the most effective armor or use powerful weaponry. For this reason, it's beneficial to find a couple of items that will

increase your strength, although you'll certainly want to concentrate on beefing up your magic score, both for the additional ability to learn spells and for the increase in mana.

### THE SORCERER'S BEST PLAN

The beginning is the hardest for the Sorcerer. Unable to do a lot of damage to the creatures he faces, you'll have to retreat often and hit with the low-level spells you possess. Most of your money will go toward recharging your staves and buying potions of healing and mana—more mana than healing, especially after you learn the Healing spell. The middle levels start to get a little easier, since most of the monsters here have few resistances and are more than willing to die when faced with powerful magic. On the deepest labyrinth levels, you are at your peak. While the monsters are often resistant to what you are casting at them, your abilities with a variety of spells makes you a force to contend with when using lightning-, fire-, or magic-based spells.



**FIGURE 2-6**

**LIBRARIES LIKE THIS ONE ARE WONDERFUL SIGHTS WHEN YOU ARE PLAYING A SORCERER BECAUSE YOU CAN GAIN A GREAT DEAL OF POWER.**

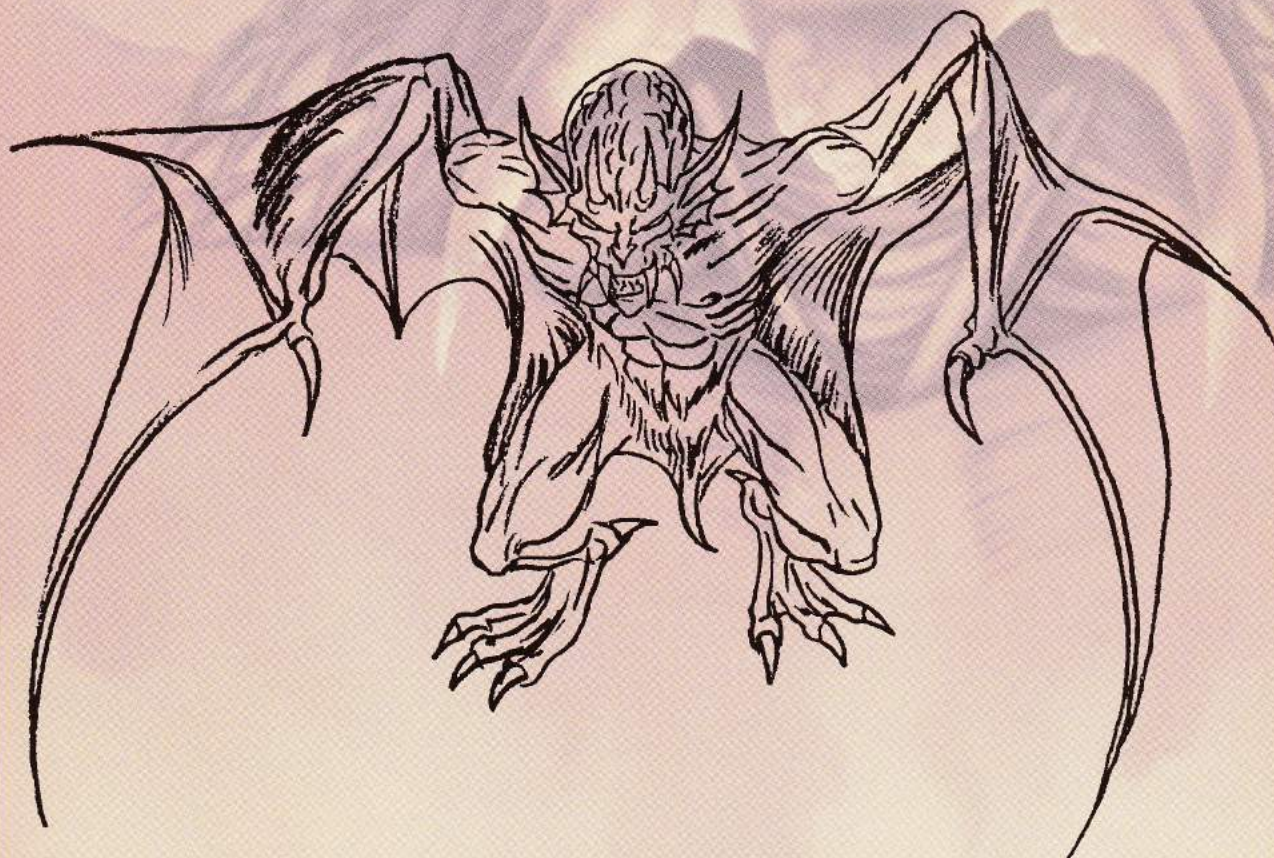


### STARTING STATISTICS AND EQUIPMENT

As the Sorcerer, you are the only character to begin the game with a magic item. This staff of Charged Bolt is a great weapon in the beginning. Use your skill to recharge it when you need to. It costs a lot of money to have Adria take care of this for you, and you'll find other staves to replace it on virtually every level. Keep a few staves with you so you can save your mana for the times you need to heal yourself. Also, learn Mana Shield as well as you can. Go out of your way to get enough money to buy any books of this spell that Adria is offering for sale. Golem is another great spell for you to learn—the additional help on the middle levels of the labyrinth will be huge.

#### THE SORCERER

|                    |   |
|--------------------|---|
| Starting Strength  | 15  |
| Maximum Strength   | 45  |
| Starting Magic     | 35  |
| Maximum Magic      | 250   |
| Starting Dexterity | 15  |
| Maximum Dexterity  | 85  |
| Starting Vitality  | 20  |
| Maximum Vitality   | 80  |
| Starting Equipment | 2 mana potions,<br>short staff of<br>Charged Bolt/40<br>charges, 2 levels of<br>Firebolt spell,<br>100 gold |





# THE TOWN OF TRISTRAM

## THE PEOPLE OF TRISTRAM

Saving the town of Tristram is all well and good, but you'll have a better idea of what is at stake if you take the time to find out about the people you are helping. There are eight people in town you can speak with any time you return from the labyrinth. Many of them will possess information you will want, items you can buy, and other services that will be crucial to your success.

It's a good idea to spend a few minutes exploring the town before venturing into the labyrinth. While there are no dangers in Tristram itself, you will want to familiarize yourself with the locations of several of these townspeople, especially Adria, Cain, Griswold, Pepin, and Wirt.

### ADRIA THE WITCH

Adria seems to be the most mysterious person in Tristram. When trouble struck the doomed town, people left in droves, taking any transportation they could find to find a safe place to live. While the people were leaving, Adria arrived and built her shack on the northeast end of town, seemingly overnight. Rather than running from the troubles of the town, Adria seems almost drawn to them. Despite being a newcomer, she possesses tremendous

knowledge about the labyrinth, the creatures and items it contains, and the other people in town.

Her shack can be found by heading east and north from the center of town. The small bridge over the stream leads to a rich parcel of land. Adria



FIGURE 3-1

**ADRIA SELLS SCROLLS, STAVES, AND BOOKS, AS WELL AS POTIONS OF MANA AND REJUVENATION. SHE ALSO HAS TREMENDOUS KNOWLEDGE ABOUT THE LABYRINTH AND THE CREATURES THAT LIVE THERE.**



and her items sit at the north end of this small piece of property.

Visiting Adria can be extremely rewarding. While her shack is out of the way and takes some time to get to, she holds many valuable items and is willing to sell them for the right price. She is the best source for potions of mana and full mana, and often has rejuvenation potions for sale as well. Additionally, Adria traffics in unique magics and has many scrolls for sale. She occasionally has books, elixirs, and powerful staves. Adria will buy mana and rejuvenation potions, books, scrolls, and staves as well. She plays a major part in several of the quests and is often a good source of information about the goings-on in Tristram and the labyrinth. Her other important function is to recharge magical staves, which she will do for a small fee.



FIGURE 3-2

THE TOWN DRUNK, ONE INEBRIATED SOUL.

Cain stands at the center of Tristram, next to the fountain. His central location gives him a good view of the other people in Tristram, and he can be counted on to offer his opinions on them, and a variety of other topics.

In addition to being a fountain of information, Cain serves another important purpose. He is able to identify magic items for the price of 100 gold pieces. This is important, since the Identify spell can't be learned by any character, and magic items will not manifest their properties until they have been identified.

### TIP

Visit Adria between every trip to the labyrinth, even if you don't need to buy the basics from her. Often she will have books that can be extremely helpful for increasing your power, and many of these are inexpensive.

## CAIN THE ELDER

As the town elder, Cain is a wealth of information about everything currently affecting Tristram and the surrounding countryside. He tends to be long-winded, but his speeches often contain a great deal of necessary advice. While he appears to be a know-it-all, Cain hides some large secrets that he will reveal only toward the end of the game.

### TIP

Cain should be your first stop when you leave the labyrinth. With the items you bring up identified, you'll be able to make better decisions about what to sell and what to keep. You will also be able to make more money from selling these items to Griswold and Adria.



### FARNHAM THE DRUNK

If there is one character you can get away with avoiding entirely, it's poor Farnham. He sits on the south end of town, drowning his sorrows in cheap ale.

Farnham was one of the men who entered the labyrinth with Archbishop Lazarus on their fool's errand to rescue Prince Albrecht. More than most, Farnham put his faith both in the mission and in Lazarus himself. When Lazarus' betrayal became apparent, Farnham fought his way out of the labyrinth. While his body survived, his mind did not, and he drinks himself into oblivion, trying to forget Lazarus, the labyrinth, and everything else.

While locked away behind his drunken fog, Farnham occasionally surfaces with some interesting insights on some of the quests you will undertake. However, separating the real information from the boozy clutter isn't always easy.

### GILLIAN THE BARMAID

She works for Ogden at the Tavern of the Rising Sun, serving drinks and food to the few guests that

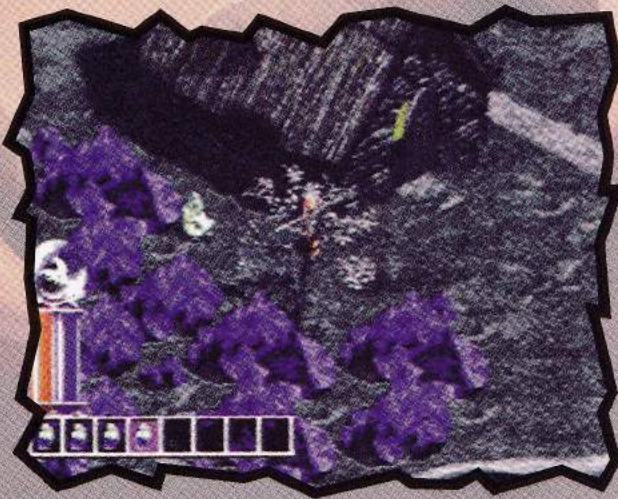


FIGURE 3-3

AMUSING AND ALWAYS PITIABLE, FARNHAM IS FULL OF STORY AND COLOR.



FIGURE 3-4

GILLIAN DEFINITELY ADDS DEPTH TO THE WORLD OF DIABLO.

still come through Tristram. While many of the townspeople have urged Gillian to leave, she stays to tend to her ailing grandmother, who is too sick and weak to move. Her grandmother suffers from delusions, which Gillian is convinced are visions that predict the future.

Gillian stands on the western end of town, not too far from Ogden's tavern, making visiting her easy. She has some information on a few of the other townspeople that might be insightful, but is more often than not naive. Additionally, she knows very little about what is going on in the labyrinth, and the information she does have is often clouded.

### GRISWOLD THE BLACKSMITH

Griswold, the Scottish blacksmith, will be one of the characters you visit every time you return to Tristram. Griswold's smithy is just north of the center of town. In addition to being the most acclaimed blacksmith in the area, Griswold is an experienced veteran of the labyrinth, having entered with Lazarus in the failed attempt to rescue Prince Albrecht. It



was Griswold who saved the boy Wirt from the Fallen Ones in the labyrinth.

Because of his experience both as a blacksmith and as a warrior, Griswold is a great source of information, and he loves to talk. The information he provides on many of the quests is pertinent.

Griswold's work as a blacksmith is much more critical to your success in the labyrinth than his information about quests. For starters, Griswold can repair all weapons and items that are damaged during combat.

Equally important, Griswold is a source of magical and mundane items. He offers a wide selection of non-magical armor, weapons, helms, and shields at all times. He generally has a stock of six magical items of differing degrees of strength, although these tend to be high priced.

Finally, Griswold is an excellent source of income. He will happily buy any magic items except staves (which Adria is happy to purchase) that you

don't want. One of the best ways to get enough money to stock up on healing and mana potions is to sell a few decent magic items you have no use for, and Griswold's is where you can sell them.

### TIP

Visit Griswold each time before you return to the labyrinth. You can clear out your inventory by selling him unwanted items. More importantly, you should always repair your weapons and armor before you return to the labyrinth, and Griswold is the best—and often only—source of quality repair available.



FIGURE 3-5

**GRISWOLD WILL BE SOMEONE YOU'LL WANT TO TALK TO EACH TIME YOU RETURN TO TRISTRAM.**

**HE CAN MEND YOUR WEAPONS AND ARMOR, PROVIDE NEW ITEMS, AND SERVE AS THE MAIN SOURCE OF CASH WHEN YOU WISH TO SELL ITEMS YOU NO LONGER NEED.**

## OGDEN THE TAVERN OWNER

Ogden is the starting point for several important quests. It's important to speak with Ogden before venturing into the labyrinth for the first time, because he has a lot of information to offer you. It's a good idea to stop by his inn every now and then, especially early in the game, to see if he has a new quest for you.

The Tavern of the Rising Sun is owned and operated by poor Ogden. He and his wife Magda moved into Tristram, purchasing the inn scant months before the trouble started. Ogden's inn and tavern sit just west of Griswold's smithy, right in the heart of town. Due to his position, he knows quite a bit about the other townspeople, especially Farnham (his best customer) and Gillian (his employee).

## PEPIN THE HEALER

Like Adria, Cain, and Griswold, Pepin is someone you will want to speak with frequently. A little scat-



## THE TOWN OF TRISTRAM



**FIGURE 3-6**

**OGDEN FIGURES HEAVILY IN A COUPLE OF EARLY QUESTS.**



**FIGURE 3-7**

**PEPIN OFFERS HEALING SCROLLS AND POTIONS OF HEALING AND REJUVENATION. HE'LL ALSO RESTORE ALL OF YOUR LOST HIT POINTS IF YOU TALK TO HIM.**

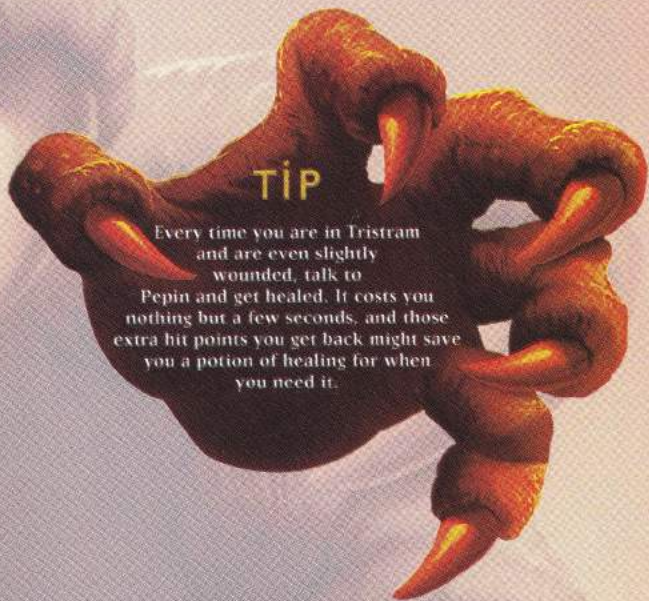
terbrained, Pepin is still a valuable ally in your goal to defeat Diablo. His shop is located just west and south of the center of town, within sight of Cain at the fountain.

Like Griswold and Ogden, Pepin will start a quest or two for you as you go through the labyrinth. Also, he'll often have important news about some of the other quests you face and the creatures in the labyrinth. While these things are enough to make him an important character, there's a lot more to Pepin than a couple of hints.

Pepin is the town healer, and he's been busy lately with the failed attempt to rescue Albrecht. Still, he's not too busy to take a few minutes to talk to you and heal you. He'll do this for free every time you speak with him. This is extremely valuable. Even more, Pepin also sells potions of health and full health, the occasional rejuvenation potion, and scrolls of healing. Eventually, his shop also carries elixirs.

### WIRT THE PEG-LEGGED BOY

Wirt traffics in rare goods on the outskirts of town. Rather than trying to produce or buy goods, Wirt



**Tip**  
Every time you are in Tristram and are even slightly wounded, talk to Pepin and get healed. It costs you nothing but a few seconds, and those extra hit points you get back might save you a potion of healing for when you need it.

only imports them from similar people in other, nearby towns and cities. He stands under a tree at the far west of town, beyond the small bridge to the west of Gillian.





FIGURE 3-8

**MORE KNOWLEDGEABLE THAN HIS YEARS WOULD INDICATE, WIRT ALSO TRADES IN RARE AND HIGH-PRICED COMMODITIES.**

Wirt only carries one item at a time. Many times, these items are fairly plain and inexpensive, but at other times, Wirt is able to find and offer a truly impressive magical item. While his prices are fair, he often has such good items that you simply won't have the money to be able to buy what he's offering. Also, since Wirt is incredibly money hungry, he charges 50 gold pieces just for a look.

His time in the labyrinth has given Wirt the occasional insight into its workings, and the possibility of a really good magic item in his possession makes it worthwhile to talk to him every now and again.

### TIP

Before looking at what Wirt has for sale, gather as much gold as you can. If you pay the 50 gold pieces to see what's for sale, then have to go collect more gold and come back to him, he'll charge you the 50 gold pieces to see the item again.

Wirt was a normal, if somewhat feisty child in Tristram until the troubles hit. When Prince Albrecht was taken into the labyrinth by the scores of Fallen Ones, many of the other children of the town were captured as well, Wirt among them. In the labyrinth, the creatures tortured Wirt and the other children, eventually pulling off one of poor Wirt's legs. He was rescued by Griswold during the blacksmith's flight from the creatures below, and Pepin did all he could for the boy, but now Wirt is forced to hobble around town on a peg leg.

## OTHER IMPORTANT LOCATIONS IN TRISTRAM

The location of the characters in town is important, but there are other critical places to discover as well. These areas lead into the labyrinth.

The labyrinth itself is divided into four basic sections, each containing four levels. The top four floors, the Cathedral, are accessible through the Cathedral entrance in the graveyard. Levels five through eight, the Catacombs, can be accessed through the mausoleum just outside the graveyard in the cow pasture. Levels nine through twelve, the Caves, can be discovered through the passage on the far west of town. Finally, the lowest four levels, Hell, are accessible through the rift south of Pepin. These portals all lead to the top level of each section, so the Catacombs entrance will take you to level five. Additionally, any time you use a Town Portal spell, you will reappear at the same spot in town.

The Catacombs, Caves, and Hell entrances cannot be accessed from town until you have discovered them in the labyrinth itself. In other words, to open the mausoleum entrance down to level five, you need to discover the stairs back to Tristram on the fifth level of the labyrinth. Once used to return to town, these entrances will stay open and usable.



## THE CATHEDRAL



The entrance to the Cathedral leads to the top level of the labyrinth. It lies down the road between Griswold's smithy and Ogden's tavern. Through the stone gate, the path tracks between the headstones in the graveyard and directly inside.

Naturally, this is where you will begin your investigation of the labyrinth. It's not too far from the center of town, roughly the same distance away as Adria's shack. Learn the path to this entrance—you'll be using it a lot.

## THE CATACOMBS ENTRANCE



Directly east of the entrance to the Cathedral, beyond the graveyard wall, stands a dark mausoleum. It's right near the cow pasture, and the grazing cows will alert you that you are close to this entrance. It's barred until you discover the stairs up to it in the Catacombs of the labyrinth.

Once used, this portal will take you down to the fifth labyrinth level. If you aren't equipped with the Town Portal spell, it's a quick way to descend deeper into the labyrinth without having to retrace your steps through the first four levels.

## THE CAVES



Directly across from the bridge that leads over to Wirt is a blocked cave entrance. This gaping hole leads down to the ninth level of the labyrinth, the beginning of the Cave levels. Like the mausoleum, you won't be able to find this entrance to the lower levels until you have discovered the stairs up to it on level nine.

Once used, the portal will stay open, and will return you to the ninth level. Again, like the mausoleum entrance to the Catacombs, this can save you a lot of backtracking time if you haven't used the Town Portal spell to return to Tristram.



### THE RIFT TO HELL



South and slightly west of Pepin is a rocky area that hides a gigantic rift. When the stairs back to Tristram are used on level 13 of the labyrinth, the rocks will be cleared to reveal a red slash in the ground. This can be used to take you down to the 13th level, the first layer of Hell.

Like the portals to the Catacombs and the Caves, this rift will stay open once it has been used.

### THE BEND IN THE ROAD



Any time you use a Town Portal spell, the portal will take you to a bend in the path around Tristram. You'll emerge north and slightly east of town. Following the road south will take you toward Tristram, just east of Griswold's smithy.

### NOTE

More information on the Town Portal spell can be found in the section covering Magic Spells.



# WEAPONS, ARMOR, AND ITEMS

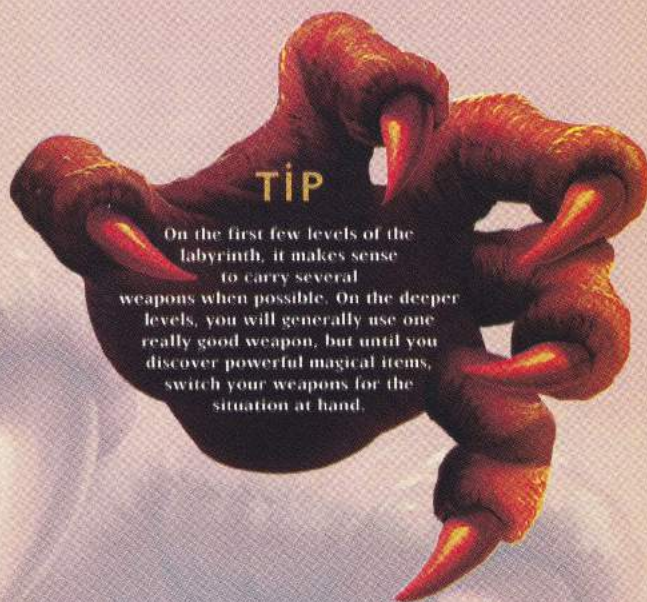
No character can survive in the labyrinth below the Cathedral without the help of equipment. *Diablo* contains a tremendous diversity of weapons, armor, and other protective devices, all of which can mean the difference between defeating the Dark Lord, or winding up as just another Skeleton patrolling the dank corridors of the labyrinth.

## WEAPONS

The most basic part of any arsenal is the weapon. Weapons in *Diablo* range from the simple club to the more esoteric long war bow, great sword, and composite staff. While all three of the characters can use their fists in combat, the use of a weapon enables the character to deal more damage more accurately. The weapon your character uses will change as you discover better and better items in the labyrinth. Because of this, it makes sense to get a feel for the basics of each of the weapon types.

### AXES

Axes come in great variety in *Diablo*. There are six different types of axe, each with its own capabilities and uses. The major strength of an axe is its



#### TIP

On the first few levels of the labyrinth, it makes sense to carry several weapons when possible. On the deeper levels, you will generally use one really good weapon, but until you discover powerful magical items, switch your weapons for the situation at hand.

ability to deal tremendous amounts of damage. Even the smallest axe can cause more damage than many other weapons, and the huge great axe is the single most powerful weapon available. Well suited to the Warrior, any axe is capable of cleaving through enemies with a single massive stroke. Axes also tend to be pretty durable, allowing the character who wields one to spend more time in the labyrinth gaining experience and less time at Griswold's smithy having the axe repaired.





FIGURE 4-1

**AXES CAUSE TONS OF DAMAGE, BUT USING ONE MEANS GOING WITHOUT A SHIELD.**

There are several important drawbacks to axes, however. First and foremost is that all axes require two hands to use, preventing the use of a shield. The tremendous offensive potential of the weapon is balanced by the lack of defense given the user. Another serious problem is that axes are large and heavy. Even the small axe takes a long time to pick up and strike with, and the larger axes are even slower, since it takes muscle to pick them up and strike down with them. Finally, axes take a tremendous amount of strength to use. Rogues and Sorcerers will be able to use only a small axe until

they increase their strength, and the most powerful axes will be unusable by these characters without the use of powerful magic items to increase their strength beyond its normal maximum.

### Bows

Another interesting weapon class is the bow. Normally associated with Rogues, the bow allows the character using it to deal damage to the creatures of the labyrinth without getting too close. Bows can strike from a long distance, killing or damaging enemies before those enemies can strike back. Grates can be fired through, which allows the character to hit enemies without those enemies being able to approach at all. Additionally, bows are a fast weapon, and in the hands of an experienced user, can rain arrows on creatures at an incredible rate.

These benefits are balanced out by a few important factors. First and foremost, bows, with the exception of the most powerful ones, can't deal as much damage as melee weapons can. Second, using a bow requires two hands, which means that any character using a bow can't carry a shield, which makes them more vulnerable when those enemies do get close. Third, bows are hard to use. All but the short bow require both high strength (to pull back the bowstring) and higher dexterity (to avoid hurting oneself) to use properly. Also, since bows don't cause as much damage and have such a fast

| AXE TYPE   | DAMAGE | DURABILITY | REQUIREMENTS<br>TO USE | TWO-HANDED<br>WEAPON |
|------------|--------|------------|------------------------|----------------------|
| Small Axe  | 2-10   | 24         | None                   | Yes                  |
| Axe        | 4-12   | 32         | 22 Strength            | Yes                  |
| Large Axe  | 6-16   | 40         | 30 Strength            | Yes                  |
| Broad Axe  | 8-20   | 50         | 50 Strength            | Yes                  |
| Battle Axe | 10-25  | 60         | 65 Strength            | Yes                  |
| Great Axe  | 12-30  | 75         | 80 Strength            | Yes                  |

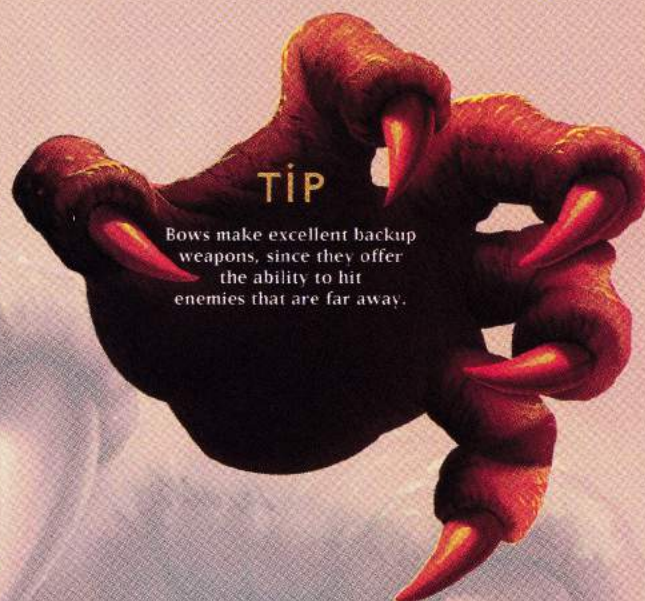


## WEAPONS, ARMOR, AND ITEMS

| BOW TYPE         | DAMAGE | DURABILITY | REQUIREMENTS<br>TO USE    | TWO-HANDED<br>WEAPON |
|------------------|--------|------------|---------------------------|----------------------|
| Short Bow        | 1-4    | 20         | None                      | Yes                  |
| Hunter's Bow     | 2-5    | 40         | 20 Strength, 35 Dexterity | Yes                  |
| Long Bow         | 1-6    | 35         | 25 Strength, 30 Dexterity | Yes                  |
| Composite Bow    | 3-6    | 45         | 25 Strength, 40 Dexterity | Yes                  |
| Short Battle Bow | 3-9    | 45         | 30 Strength, 50 Dexterity | Yes                  |
| Long Battle Bow  | 1-10   | 50         | 30 Strength, 60 Dexterity | Yes                  |
| Short War Bow    | 4-8    | 55         | 35 Strength, 70 Dexterity | Yes                  |
| Long War Bow     | 1-14   | 60         | 45 Strength, 80 Dexterity | Yes                  |

fire rate, they tend to take damage quickly, and often need extensive repair.

A final problem with bows is an interesting one. Arrows that miss the target don't just stop—they continue on. Often, these wayward arrows strike distant creatures that weren't aware of the character's presence in the labyrinth, but will now come and attack. If a bow isn't used carefully, the character can soon find himself or herself surrounded by enemies.



**TIP**  
Bows make excellent backup weapons, since they offer the ability to hit enemies that are far away.

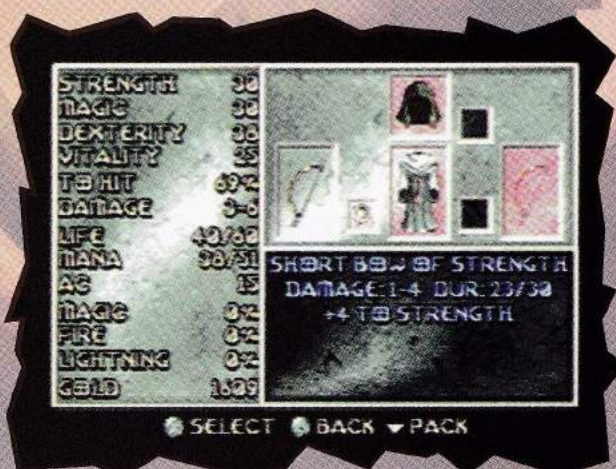


FIGURE 4-2

**IN THE HANDS OF A ROGUE, A BOW IS A FORMIDABLE WEAPON.**

## CLUBS

The most basic of all weapons is the club—a long, thick piece of wood that is perfect for bashing. Clubs—and related weapons like maces, flails, and hammers—offer a good mix of both power and defense, since all but the massive maul allow the user to carry a shield as well as the weapon. Some of the more powerful club-like weapons, like flails, have great damage potential without having incredibly high requirements for use. As an added bonus, all of the weapons in this family are incredibly effective against all of the varieties of Skeletons and Zombies.

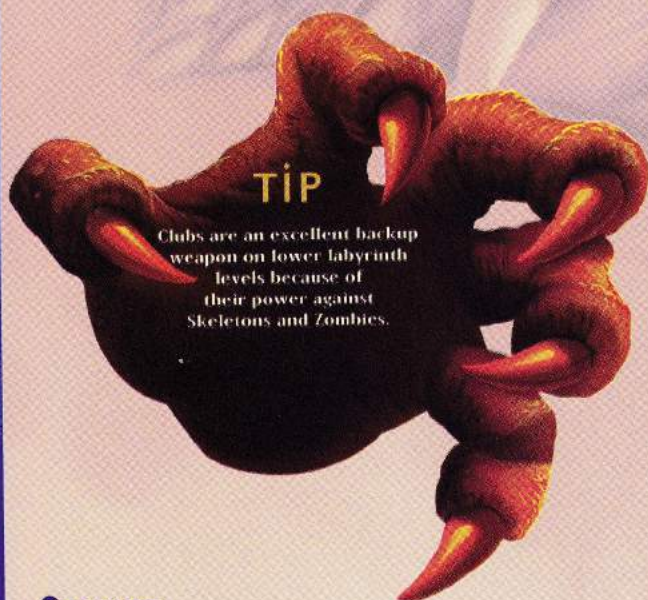


| CLUB TYPE    | DAMAGE     | DURABILITY | REQUIREMENTS<br>TO USE | TWO-HANDED<br>WEAPON |
|--------------|------------|------------|------------------------|----------------------|
| Club         | 1-6        | 20         | None                   | No                   |
| Mace         | 1-8        | 32         | 16 Strength            | No                   |
| Spiked Club* | 4-6 or 3-6 | 20         | 18 Strength            | No                   |
| Morning Star | 1-10       | 40         | 26 Strength            | No                   |
| Flail        | 2-12       | 36         | 30 Strength            | No                   |
| Warhammer    | 5-9        | 50         | 40 Strength            | No                   |
| Maul         | 6-20       | 50         | 55 Strength            | Yes                  |

\*There are two varieties of spiked club, hitting for either 4-6 or 3-6 damage. These weapons are identical in all other ways.

There is no real downside with clubs, since they are fairly quick to use and generally allow for the use of a shield. The largest limitation is that their additional use against the undead lasts only as long as the undead are around in the labyrinth, which is usually the first six levels or so. After this, clubs and the like are still useful, but are not as powerful against live opponents.

are weak and fairly ineffective, but the most powerful staves rival axes and swords for the damage they can cause. Additionally, many staves are charged with powerful magic spells, giving the user another way to either attack or defend with the staff in combat. Even the most powerful staves have low strength requirements to use, making them ideal for Sorcerers.



**TIP**  
Clubs are an excellent backup weapon on lower labyrinth levels because of their power against Skeletons and Zombies.

### STAVES

Staves, generally associated with Sorcerers, are an interesting class of weapon. At the lowest end, they



FIGURE 4-3

**MANY OTHERWISE NORMAL STAVES LIKE THIS ONE ARE ABLE TO CAST SPELLS. STAVES OF HEALING ARE ESPECIALLY USEFUL IN THE CATHEDRAL.**



## WEAPONS, ARMOR, AND ITEMS

| STAFF TYPE      | DAMAGE | DURABILITY | REQUIREMENTS<br>TO USE | TWO-HANDED<br>WEAPON |
|-----------------|--------|------------|------------------------|----------------------|
| Short Staff     | 2-4    | 25         | None                   | Yes                  |
| Long Staff      | 4-8    | 35         | None                   | Yes                  |
| Composite Staff | 5-10   | 45         | None                   | Yes                  |
| Quarter Staff   | 6-12   | 55         | 20 Strength            | Yes                  |
| War Staff       | 8-16   | 75         | 30 Strength            | Yes                  |

The downside of staves is that all are two-handed weapons, which prevents the use of a shield. Staves are also relatively slow to use, although they are quicker than axes. Still the effort of swinging the staff takes some time, and against many foes, a character armed with a staff can be quickly overwhelmed.

### SWORDS

Swords come in a full dozen varieties and are the most diverse of all weapon families in *Diablo*. Swords range from the small dagger to the massive two-handed and great swords employed by only the

strongest characters. Because of this, swords are useful for all characters in most situations.

All swords except two-handed swords and great swords can be used at the same time as a shield. Additionally, bastard swords, broad swords, and claymores match or exceed any other one-handed weapon in terms of damage potential. They are capable of causing more damage than many two-handed weapons. Swords, except for the two-handed ones, are also quick, making them effective in close combat, even against multiple opponents.

Swords have no major drawbacks and are common in the labyrinth. The perfect weapon for a

| SWORD TYPE       | DAMAGE | DURABILITY | REQUIREMENTS<br>TO USE    | TWO-HANDED<br>WEAPON |
|------------------|--------|------------|---------------------------|----------------------|
| Dagger           | 1-4    | 16         | None                      | No                   |
| Sabre            | 1-8    | 45         | 17 Strength               | No                   |
| Short Sword      | 2-6    | 20         | 18 Strength               | No                   |
| Blade            | 2-8    | 25         | 20 Strength               | No                   |
| Scimitar         | 3-7    | 28         | 23 Strength, 23 Dexterity | No                   |
| Long Sword       | 2-10   | 30         | 30 Strength               | No                   |
| Falchion         | 4-8    | 20         | 30 Strength               | No                   |
| Claymore         | 1-12   | 36         | 35 Strength               | No                   |
| Broad Sword      | 4-12   | 50         | 40 Strength               | No                   |
| Bastard Sword    | 6-15   | 60         | 50 Strength               | No                   |
| Two-Handed Sword | 8-16   | 75         | 65 Strength               | Yes                  |
| Great Sword      | 10-20  | 100        | 75 Strength               | Yes                  |



Warrior or a Sorcerer who doesn't opt to use a staff, swords tend to be the most powerful magic weapons found as well. With few exceptions, powerful characters should at least have a good sword in their inventory for use in close combat.

## ARMOR

Even with powerful weapons, a character that wanders into the labyrinth without the protection of armor will encounter trouble. Armor comes in an incredible variety, from simple rags to powerful suits of armor that can protect the wearer from even the most severe attacks by enemies. The better the armor, the higher the strength required to wear that armor, so Sorcerers and Rogues will require magically increased strength for the best protection.



FIGURE 4-4

WHILE ROBES DON'T OFFER A LOT OF PROTECTION, THEY ARE CHEAP, INEXPENSIVE TO REPAIR, AND HAVE GOOD DURABILITY.

| ARMOR TYPE         | PROTECTION | DURABILITY | REQUIREMENTS TO USE |
|--------------------|------------|------------|---------------------|
| Cape               | 1-5        | 12         | None                |
| Rags               | 2-6        | 6          | None                |
| Cloak              | 3-7        | 18         | None                |
| Robe               | 4-9        | 24         | None                |
| Leather Armor      | 9-13       | 35         | None                |
| Quilted Armor      | 6-10       | 30         | None                |
| Hard Leather Armor | 11-15      | 40         | None                |
| Studded Leather    | 13-17      | 45         | 20 Strength         |
| Ring Mail          | 17-20      | 50         | 25 Strength         |
| Chain Mail         | 18-22      | 55         | 30 Strength         |
| Scale Mail         | 23-26      | 60         | 35 Strength         |
| Breast Plate       | 20-24      | 80         | 40 Strength         |
| Splint Mail        | 30-35      | 65         | 40 Strength         |
| Plate Mail         | 44-46      | 75         | 60 Strength         |
| Field Plate Mail   | 42-44      | 80         | 65 Strength         |
| Gothic Plate Mail  | 57-60      | 100        | 80 Strength         |
| Full Plate Mail    | 64-72      | 90         | 90 Strength         |



## BODY ARMOR

As mentioned, the best armor requires high strength, but some protection is afforded by cast-off rags or a simple cape. While armor doesn't prevent actual damage, it does make the character more difficult to hit by the creatures of the labyrinth. Blows that would strike an unarmored Warrior will glance harmlessly off the sides of plate armor, or be caught up in the folds of a Sorcerer's cloak. Like weapons, armor takes damage from use—any blow that strikes the armor or gets through the armor to the character wearing it can reduce the armor's durability.

The available protection should be the deciding factor in choosing armor. A suit of full plate encumbers you as much as a set of rags. As long as the character has the strength to use the armor, it won't hamper the character's movement or ability to carry items in the labyrinth.

## HELMS

Like body armor, helms can prevent damage by deflecting incoming blows. Helms are useful because they tend to be much cheaper to buy from Griswold than even the weakest armor. At the same time, they offer much less protection. Even the strongest non-magical helm offers about the same level of protection as a suit of non-magical leather armor. Still, having a helm can help bounce a few strikes off the character and give him or her a better chance of surviving in the labyrinth.

As with armor, you should always equip your character with the best helm you can find or afford, and the best one the character is able to wear. Many helms have no requirements for use, and any requirements they might have are easily met by all characters.

### TIP

It's important to note that all of the armor types have a particular range, but each piece of armor has a specific protection it affords. So, while hard leather armor is better than simple leather armor in general, it is entirely possible to find a suit of leather that is better than another suit of hard leather. The actual armor class afforded by the particular piece of armor is more important than the range possible for that armor.

### TIP

For characters with low strength, crowns make excellent helms, since they have no requirements, and generally protect the wearer better than all but the strongest great helms. Crowns are only rarely sold by Griswold, but can often be found in the labyrinth.



| HELM TYPE  | PROTECTION | DURABILITY | REQUIREMENTS TO USE |
|------------|------------|------------|---------------------|
| Cap        | 1-3        | 15         | None                |
| Skull Cap  | 2-4        | 20         | None                |
| Crown      | 8-12       | 40         | None                |
| Helm       | 3-6        | 30         | 25 Strength         |
| Full Helm  | 4-8        | 35         | 35 Strength         |
| Great Helm | 10-14      | 60         | 50 Strength         |

## SHIELDS

Shields are much like helms, in that they tend to be less expensive than body armor, but generally offer much less protection. A good shield is most often associated with the Warrior, since both Rogues and Sorcerers tend to use weapons that require two hands. To use, a shield requires the user to have one hand free to carry it. Shields tend to offer a little more protection than helms.

An added bonus of the shield is that it can be used as a weapon in dire situations. Should you find your character's weapon broken, a shield can be swung as sort of an unwieldy club, and can bash for a little more damage than the character's fist. However, you should rarely find yourself in this situation.



FIGURE 4-5

THE LARGEST, MOST EFFECTIVE SHIELDS HAVE THE HIGHEST REQUIREMENTS FOR USE.

| SHIELD TYPE   | PROTECTION | DURABILITY | REQUIREMENTS TO USE |
|---------------|------------|------------|---------------------|
| Buckler       | 1-5        | 10         | None                |
| Small Shield  | 3-8        | 24         | 25 Strength         |
| Large Shield  | 6-10       | 32         | 40 Strength         |
| Kite Shield   | 9-15       | 40         | 50 Strength         |
| Tower Shield  | 15-20      | 50         | 60 Strength         |
| Gothic Shield | 16-18      | 60         | 80 Strength         |



## OTHER ITEMS

Weapons and armor are incredibly important, but they are not the only things that can help you survive the labyrinth. You'll run across a number of other items that will have use either in the labyrinth itself or in the town of Tristram that can make your quest to slay Diablo much easier.

### GOLD

One of the ways to judge the success of a character is by what items the character has. Another is by the amount of gold they have. Many of the creatures of the labyrinth hoard gold, and their death is accompanied by a spray of coins.

Gold has no actual use in the labyrinth, but it is extremely useful in Tristram. With gold, you can repair your character's weapons and armor, have Cain identify magical items, and buy new magical

items from Griswold, Adria, Pepin, and Wirt. Gold should always be picked up and taken back to town. Without maintaining a good supply of gold, you will find your armor and weapons quickly falling into disrepair, and you won't be able to buy the valuable mana and healing potions you need to protect yourself from the rigors of the labyrinth.

Gold coins are conveniently small, and you can carry up to 5,000 in a single inventory location. You should collect as much gold as you can, both to repair your items and restock your supply of potions and scrolls. As you progress through the labyrinth, you will discover that the monsters, chests, and barrels will have more and more gold. The five gold coins you find on a Skeleton on the first level of the labyrinth will become more than 100 (sometimes more than 200!) from a monster slain on the 16th level.

### POTIONS AND ELIXIRS

Potions are common items found on every level of the labyrinth. There are three basic types, with two versions of each. Potions of healing, red bottles of liquid, do exactly as their name suggests. They heal a random amount of damage, allowing you to recover lost hit points. The more powerful version, potions of full healing, replenish all lost hit points when used. Also red, these potions appear in much fatter, rounder bottles, and cost 150 gold—three times that of the regular healing potions. Both of these potions can be purchased from Pepin.

Like healing potions, potions of mana replenish mana used in casting spells. These blue bottles restore a random amount of mana and cost 50 gold pieces. Just like the potions of full healing restore all lost health, potions of full mana replenish all used mana and cost 150 gold pieces. These potions can be purchased from Adria.

The third type of potion is the potion of rejuvenation. These yellow potions combine the effects



FIGURE 4-6

WITH 5,000 GOLD PER PILE, THIS STASH OF MONEY CAN BUY A COUPLE OF NICE ITEMS, SIX ELIXIRS, OR MORE POTIONS OF HEALING AND MANA THAN YOU CAN POSSIBLY CARRY.





FIGURE 4-7

**A GOOD SUPPLY OF POTIONS IS A BIG HELP IN SURVIVING THE RIGORS OF THE LABYRINTH.**

of a potion of healing and a potion of mana, restoring a random amount of both when used. Potions of full rejuvenation, naturally, combine the effects of a potion of full healing and a potion of full mana, completely restoring all lost health and mana immediately. However, these potions are very expensive and rare. The regular potion of rejuvenation costs 120 gold, while the full version costs 600 gold, twice what a potion of full health and a potion of full mana costs. However, since the potion takes up only one inventory slot, it is easier to carry. Rejuvenation potions of both types can be purchased both from Pepin and Adria, but their supplies of these items are limited.

Elixirs are a significantly different form of potion. Extremely rare and highly sought-after, elixirs contain powerful magic that will permanently affect the character who drinks one. Each elixir will permanently add one point to a given statistic. Naturally, there are four different elixirs—strength, magic, dexterity, and vitality. The benefits of drinking an elixir are obvious; additional points on one's attributes are one of the main benefits in rising in levels.

These elixirs can sometimes be found in the labyrinth on the lower levels, but even here they are quite rare. Pepin and Adria will eventually offer these items for sale, but not until you have started to investigate the lowest levels of the labyrinth and, generally speaking, they do not offer elixirs of vitality. These cost a whopping 5,000 gold to purchase, but the increase in abilities makes this gold well spent.

### NOTE

Elixirs won't allow a character to increase his or her attributes beyond the maximum for the character class. A Warrior maxed out on magic who drinks an elixir of magic will gain no benefit from the elixir.

### TIP

It's a good idea to have a few mana and health potions with you when you enter the labyrinth. However, it's best to pick up those you find and use them. Also, you can sell them back to Pepin and Adria, although they don't offer much for them.

### BOOKS AND SCROLLS

Scrolls are common items in the labyrinth. These rolls of parchment allow the user to cast a spell one time, even if the character hasn't learned to cast that spell from memory. The obvious benefit of this is that the character can use spells that are



otherwise unknown. Additionally, using a spell from a scroll doesn't cost any mana. The downside is that casting from a scroll takes longer than casting from memory, and in desperate situations, it's possible that the spell will be wasted. Also, scrolls take up valuable inventory space.

Scrolls of healing can be purchased from Pepin for 50 gold pieces, the same price as a potion of healing. Other scrolls can be found at Adria's shack, although there's no way to know what scrolls Adria will have available. She generally offers scrolls of Town Portal for sale, but the other scrolls in her inventory change with each visit.

Books are much more powerful than scrolls and, as such, they are much rarer. Where you might find 15 scrolls on one level of the labyrinth, you may find a single book, or no books. Their scarcity makes finding books important, and their power makes them worth fighting for.

In effect, books allow the reader to cast spells from memory. Each book contains the knowledge of a single spell, and if the character's magic attribute

is high enough to understand the work, he or she will then be able to use that spell from memory. A minor benefit of reading a book is that doing so will also replenish a small amount of spent mana.

The benefit of books goes beyond this. Additional books, when found, can be used to further increase the character's knowledge of the spell. This means either that the spell will increase in its effectiveness or that the mana cost for casting the spell will be reduced. Additional readings of the same book require higher and higher magic attributes, with the highest level of skill requiring a magic skill of 255—much higher than the average character (other than a very high-level Sorcerer) can achieve.

Naturally, books are incredibly valuable to Sorcerers. Since much of their ability in the labyrinth depends on their ability to cast a variety of spells repeatedly, learning new spells and learning older spells to a higher level of competence is extremely important for them. As mentioned, books are rare in the labyrinth, but can often be found at Adria's shack. The cost of the book is determined by the spell.

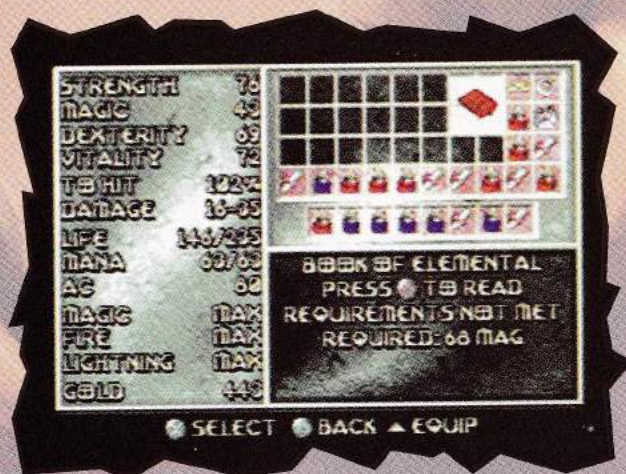
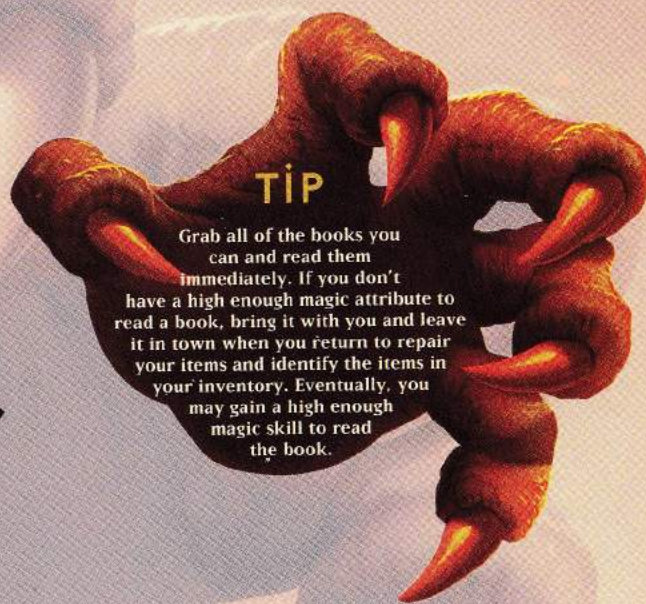


FIGURE 4-8

FINDING BOOKS IS THE ONLY WAY TO LEARN NEW SPELLS. LIBRARIES IN THE CATHEDRAL AND CATACOMBS WILL EACH HOLD AT LEAST ONE, AND ADRIA OFTEN HAS THEM FOR SALE AS WELL.



**TIP**  
Grab all of the books you can and read them immediately. If you don't have a high enough magic attribute to read a book, bring it with you and leave it in town when you return to repair your items and identify the items in your inventory. Eventually, you may gain a high enough magic skill to read the book.





# MAGICAL ITEMS AND MAGIC SHRINES

## THE VALUE OF MAGIC ITEMS

The value of magic items in *Diablo* should be obvious. Magical items are much more powerful than mundane ones. Consequently, they're also harder to find. In general, items have positive effects on your ability to survive, but some magical effects are negative. There is a huge range of power in magical items, from the very weak and inexpensive to the extremely powerful. With magical items you can boost your attributes above their normal maximum, dramatically increase your percentage chance to hit and the damage you can cause, and send your armor class to stratospheric heights.

Although magical items are rare, you'll still find quite a few of them. On the upper levels of the labyrinth, you'll find them quite often, while on the lower levels, you'll tend to find only two or three per level. However, the items you find in the lower reaches of the labyrinth are generally much more powerful, which shouldn't be much of a surprise. Additionally, Wirt will always have one item for sale, and Griswold will have half a dozen. Adria will often have staves for sale at her shack.

Keep your eyes open for the items you spot in the labyrinth. Normal, mundane item names will appear in white. Magical items will appear blue. Unique items will have their names in orange. In addition to the regular magical items and quest items you may find in your travels, you'll also get a magic item (possibly a unique one) or a book from each boss you kill.

## HOW MAGICAL ITEMS WORK

Magical items will have a prefix, a suffix, or both. You might, for instance, find a blade, a "white" blade, a blade "of puncturing," or even a "white" blade "of puncturing." There is no way to fully explain the possible range of magical items you might find. With more than 90 different prefixes and 90 different suffixes, many with ranges of possibility, there are almost infinite possibilities.



## MAGICAL ITEMS AND MAGIC SHRINES

Be aware that, much like armor items, magical items have a particular range of possibility and are not all created equal. One item "of the Zodiac" might add 16 points to each of your attributes, while another "Zodiac" item may add 20. When comparing different items with similar effects, keep this in mind.

It's a good idea to bring back as many magical items from the labyrinth as you can, even those you are fairly certain you won't be using. You can sell every magical item you find to Griswold or, in the case of staves, to Adria. Often, this is how you'll be able to finance buying similar (and more powerful) items from Griswold; repair your equipment; and buy the potions, scrolls, and books you need.

### TIP

Make sure you get the items identified before you sell them. While Griswold will pay a higher price for an unidentified magical item than he would for a mundane one, he'll pay even more for a good item that has been identified. Most of the time, you will more than recoup the 100 gold pieces it costs to identify the item.

## PREFIXES

The magical prefixes have a number of different effects. They tend to concentrate mostly on resistances, increasing percentage of damage and chance to hit in combat, amount of mana, and armor class. There are also a few additional prefixes that affect only staves and the number of charges they carry.

## SUFFIXES

While some suffixes duplicate or mirror the effects of some prefixes, many are quite a bit different.



FIGURE 5-1

ITEMS THAT INCREASE PERCENTAGE TO HIT AND DAMAGE ARE INCREDIBLY VALUABLE.

The magical suffixes deal mostly with damage taken from enemies, attributes, item durability, and additional damage. There are a number of unique and interesting suffixes that allow you to knock your enemies back, cause special lightning and fire damage, or damage the armor of your enemies.



FIGURE 5-2

ITEMS THAT INCREASE ALL OF YOUR ATTRIBUTES ARE ESPECIALLY VALUABLE.



| PREFIX        | EFFECT                                    | PREFIX    | EFFECT                                     |
|---------------|---|-----------|--|
| Amber         | +16% to +20% resist all                   | Garnet    | +41% to +50% resist fire                   |
| Angel's       | All spells raised one level               | Glorious  | +71% to +90% armor                         |
| Arcane        | Increases spell duration                  | Godly     | +176% to +200% armor                       |
| Archangel's   | All spells raised two levels              | Gold      | +21% to +30% to hit                        |
| Awesome       | +131 to +150% armor                       | Grand     | +41% to +55% armor                         |
| Azure         | +21% to +30% resist lightning             | Heavy     | +51% to +65% damage                        |
| Bent          | -51% to -75% damage                       | Holy      | +151% to +175% armor                       |
| Blessed       | +91% to +110% armor                       | Hydra's   | +81 to +100 mana points                    |
| Blue          | +11% to +20% resist lightning             | Hyena's   | -11 to -20 mana points                     |
| Bountiful     | Triple number of staff charges            | Iron      | +6% to +10% to hit                         |
| Brass         | -1% to -5% to hit                         | Ivory     | +31% to +40% resist magic                  |
| Bronze        | +1% to +5% to hit                         | Jade      | +21% to +30% resist all                    |
| Brutal        | +81% to +95% damage                       | Jagged    | +21% to +35% damage                        |
| Burgundy      | +31% to +40% resist fire                  | King's    | +76% to +100% to hit, +151% to 175% damage |
| Cardinal's    | Decreases spell cost                      | Knight's  | +31% to +40% to hit, +86% to +110% damage  |
| Champion's    | +51% to +75% to hit, +136% to 150% damage | Lapis     | +31% to +40% resist lightning              |
| Clumsy        | -6% to -10% to hit, -51% to -75% damage   | Lightning | +2 to +20 points of lightning damage       |
| Cobalt        | +41% to +50% resist lightning             | Lord's    | +21% to +30% to hit, +66% to +85% damage   |
| Crimson       | +21% to +30% resist fire                  | Massive   | +96% to +110% damage                       |
| Cryptic       | Increases spell duration                  | Master's  | +41% to +50% to hit, +111 to +135% damage  |
| Crystal       | +41% to +50% resist magic                 | Merciless | +151% to +175% damage                      |
| Deadly        | +36% to +50% damage                       | Meteoric  | +61% to +80% to hit                        |
| Diamond       | +51% to +60% resist magic                 | Mithril   | +41% to +50% to hit                        |
| Dilapidated   | -51% to -75% armor                        | Monk's    | Decreases spell cost                       |
| Dragon's      | +51 to +60 mana points                    | Obsidian  | +31% to +40% resist all                    |
| Drake's       | +41 to +50 mana points                    | Pearl     | +21% to +30% resist magic                  |
| Dull          | -1% to -5% to hit, -26% to -50% damage    | Platinum  | +31% to +40% to hit                        |
| Emerald       | +41% to +50% resist all                   | Plentiful | Double number of staff charges             |
| Fine (armor)  | +11% to +20% armor                        | Priest's  | Decreases spell cost                       |
| Fine (weapon) | +6% to 10% to hit, +41% to 50% damage     | Raven's   | +16 to +20 mana points                     |
| Flaming       | +1 to +10 points of fire damage           | Red       | +11% to +20% resist fire                   |
| Frog's        | -1 to -10 mana points                     | Ruby      | +51% to +60% resist fire                   |



## MAGICAL ITEMS AND MAGIC SHRINES

### PREFIX

### EFFECT

|            |  |
|------------|--|
| Rusted     | -25% to -50% armor                       |
| Ruthless   | +126% to 150% damage                     |
| Saintly    | +111% to +130% armor                     |
| Sapphire   | +51% to +60% resist lightning            |
| Savage     | +111% to +125% damage                    |
| Serpent's  | +31 to +40 mana points                   |
| Sharp      | +1% to +5% to hit, +31% to +40% damage   |
| Silver     | +16% to +20% to hit                      |
| Snake's    | +21 to +30 mana points                   |
| Spider's   | +11 to +15 mana points                   |
| Strong     | +31% to +40% armor                       |
| Sturdy     | +21% to +30% armor                       |
| Steel      | +11% to +15% to hit                      |
| Strange    | +101% to +150% to hit                    |
| Tin        | -6% to -10% to hit                       |
| Topaz      | +11% to +15% resist all                  |
| Useless    | -76% to -100% damage                     |
| Valiant    | +56% to +70% armor                       |
| Vicious    | +66% to +80% damage                      |
| Vulnerable | -75% to -100% armor                      |
| Warrior's  | +11% to +15% to hit, +51% to +65% damage |
| Weak       | -26% to -50% damage                      |
| Weird      | +81% to +100% to hit                     |
| White      | +11% to +20% resist magic                |
| Wyrms      | +61 to +80 mana points                   |

### SUFFIX

### EFFECT

|                |                                       |
|----------------|---------------------------------------|
| of Absorption  | -3 damage taken from enemies          |
| of Accuracy    | +11 to +15 dexterity                  |
| of the Ages    | Item is indestructible                |
| of Atrophy     | -1 to -5 dexterity                    |
| of Balance     | Fast hit recovery                     |
| of Bashing     | Damages target's armor                |
| of the Bat     | 3% of damage caused added to mana     |
| of the Bear    | Knocks target back                    |
| of Blocking    | Fast block                            |
| of Blood       | 5% of damage caused added to health   |
| of Brilliance  | +11 to +15 magic                      |
| of Brittleness | -26% to -75% durability               |
| of Burning     | additional 1-16 points of fire damage |
| of Carnage     | +13 to +16 damage                     |
| of Corruption  | All mana lost                         |
| of Crafts-     | +51% to +100% durability              |
| manship        |                                       |
| of the         | 50% of previous attack                |
| Crusaders      | damage added to next attack           |
| of the Dark    | -40% light                            |
| of Deflection  | -4 damage taken from enemies          |
| of Dexterity   | +1 to +5 dexterity                    |
| of Disease     | -1 to -5 vitality                     |
| of Dyslexia    | -1 to -5 magic                        |
| of the Eagle   | +21 to +30 hit points                 |
| of Fire        | Additional 1-6 points of fire damage  |
| of Flame       | Additional 1-3 points of fire damage  |
| of the Fool    | -6 to -10 magic                       |
| of the Fox     | +11 to +15 hit points                 |
| of Fragility   | Durability of item is 1               |



| SUFFIX         | EFFECT                                     | SUFFIX         | EFFECT   |
|----------------|--|----------------|--|
| of Frailty     | -6 to -10 strength                         | of Plenty      | Durability tripled (bows only)                 |
| of Giants      | +16 to +20 strength                        | of Power       | +11 to +15 strength                            |
| of Gore        | +9 to +12 damage                           | of Precision   | +16 to +20 dexterity                           |
| of Harmony     | Fastest hit recovery                       | of Protection  | -2 damage taken from enemies                   |
| of Haste       | Fastest attack                             | of Puncturing  | Damages target's armor                         |
| of Health      | -1 damage taken from enemies               | of Quality     | +1 to +2 damage                                |
| of the Heavens | +12 to +15 to all attributes               | of Radiance    | +40% light                                     |
| of Illness     | -6 to -10 vitality                         | of Readiness   | Fast attack                                    |
| of the Jackal  | -1 to -10 hit points                       | of Shock       | Additional 1-6 points of lightning damage      |
| of the Jaguar  | +16 to +20 hit points                      | of Skill       | +6 to +10 dexterity                            |
| of the Leech   | 3% of damage caused added to health        | of the Sky     | +1 to +3 to all attributes                     |
| of Life        | +21 to +30 vitality                        | of Slaughter   | +17 to +20 damage                              |
| of Light       | +20% light                                 | of Slaying     | +6 to +8 damage                                |
| of Lightning   | Additional 1-10 points of lightning damage | of Sorcery     | +16 to +20 magic                               |
| of the Lion    | +51 to +60 hit points                      | of Speed       | Faster attack                                  |
| of Magic       | +1% to +5% magic                           | of Spikes      | 1 to 6 damage caused to enemy per enemy attack |
| of Maiming     | +3 to +5 damage                            | of Stability   | Faster hit recovery                            |
| of the Mammoth | +61 to +80 hit points                      | of the Stars   | +8 to +11 to all attributes                    |
| of Many        | Durability doubled (bows only)             | of Strength    | +1 to +5 strength                              |
| of Might       | +6 to +10 strength                         | of Sturdiness  | +26% to +50% durability                        |
| of the Mind    | +6 to +10 magic                            | of Swiftiness  | Faster attack                                  |
| of the Moon    | +4 to +7 to all attributes                 | of Tears       | +1 damage taken from enemies                   |
| of the Night   | -20% light                                 | of Thieves     | Halves damage taken from traps                 |
| of Osmosis     | -5 to -10 damage taken from enemies        | of Thorns      | 1 to 3 damage caused to enemy per enemy attack |
| of Pain        | +2 to +4 damage taken from enemies         | of Thunder     | Additional 2-20 points of lightning damage     |
| of Paralysis   | -6 to -10 dexterity                        | of the Tiger   | +41 to +50 hit points                          |
| of Perfection  | +21 to +30 dexterity                       | of the Titans  | +21 to +30 strength                            |
| of Piercing    | Damages target's armor                     | of Trouble     | -6 to -10 to all attributes                    |
| of the Pit     | -1 to -5 to all attributes                 | of the Vampire | 6% of damage caused added to mana              |



| SUFFIX         | EFFECT                       |
|----------------|------------------------------|
| of Vigor       | +16 to +20 vitality          |
| of Vileness    | Target does not heal         |
| of Vim         | +11 to +15 vitality          |
| of Vitality    | +1 to +5 vitality            |
| of the Vulture | -11 to -20 hit points        |
| of Weakness    | -1 to -5 strength            |
| of the Whale   | +81 to +100 hit points       |
| of Wizardry    | +21 to +30 magic             |
| of the Wolf    | +31 to +40 hit points        |
| of Zest        | +6 to +10 vitality           |
| of the Zodiac  | +16 to +20 to all attributes |



FIGURE 5-3

GRISWOLD'S EDGE, WHICH YOU GET FOR COMPLETING THE ANVIL OF FURY QUEST, IS ONE OF THE BEST UNIQUE WEAPONS IN *DIABLO*.

## UNIQUE MAGICAL ITEMS

Some of the most prized items in *Diablo* are the unique magical items. These are, naturally, one of a kind, and their effects are often unique as well. While it's possible to find swords, axes, and armor that can duplicate the effects of these powerful articles, it often takes several items combined to gain all of the advantages.

Unique items are interesting for several reasons. First, the most powerful ones often have serious detrimental effects that go along with their use. Some powerful weapons, for instance, strip away hit points or mana, reduce your ability to see in the labyrinth, reduce your armor class, or drop some of your attributes.

There is no good way to determine whether using a found unique item is worth the bad side effects. You will have to make that decision for yourself, and base it on the item in question. Look very seriously at what the item does—positively and negatively—and try to balance it out. The Scavenger's Carapace, a suit of armor, has a negative armor class, which would seem to be a ridiculous idea. At the

same time, it also reduces damage from enemies by 15 points. It's a great suit of armor for the lower levels of the labyrinth, where the lower armor class will mean you are hit more often, but the reduction in damage will negate those hits. In the Caves and in Hell, where the creatures hit repeatedly and hard, those 15 points won't seem like much when virtually every enemy attack scores on you.

You will find unique items for completing many of the quests in *Diablo*, and some of these items will serve you well for a long time. On rare occasions, the normal rank and file *Diablo* monster will be carrying around a unique item instead of gold or a more traditional magic item.

You'll find that a decent percentage of the bosses you slay will have unique items, though. This is about the only good thing to look forward to when it comes to meeting up with boss-level monsters.

## THE TOUGH DECISION

At least once per game and, generally, more frequently, you'll return to Tristram, happy with the





FIGURE 5-4

**THE RING OF ENGAGEMENT HAS NICE QUALITIES, AND YOU'LL HAVE A TOUGH DECISION ON WHETHER TO KEEP IT WHEN YOU FIND OTHER RINGS.**

items you are using and hoping for a good haul of magical items you can sell back to Griswold for a tidy profit. You wander over to Cain so he can identify your items, and discover, much to your delight, that one of the items is pretty good.

So, you check it out and discover that the item actually is pretty good, arguably as good as the one you already have. Unfortunately, it's also different in certain ways. While it might offer a better armor class, it doesn't provide the same resistance to fire, lightning, or magic. Or it doesn't give you the additional hit points of the armor you've been using. Or the new weapon causes more damage, but doesn't offer the same percentage to hit.

Much like with weighing the costs of unique items, you'll have to compare one good magical item against another similar magic item. There's no good way to tell you how to choose, since the possible items in your possession are so numerous. Here are some good guidelines for deciding which one to choose:

A few points of armor are more important on the early levels of the labyrinth, but for the deeper levels, resistances are critical.

Good percentage to hit is often more important than damage. If you can't hit your enemies, it doesn't matter how much you can do to them.

Increasing your attributes also increases your percentage to hit, armor class, hit points, damage caused, and mana.

Fast, faster, and especially fastest attack are worth giving up lots of damage potential.

Along the same lines, fast recovery and fast block are worth giving up some points of armor to acquire.

Indestructible items save you money since they never have to be repaired.

Keep your eyes open for armor items that increase the percentage of armor class. A shield might increase your armor class by 10 points, a Godly shield by 30 points. The only way to dramatically increase your armor class is with items of this sort.

Items with high durability, unless otherwise excellent, aren't worth as much as they seem. You'll rarely be in the labyrinth for so long that an item will wear out. If you find a similar item with a better suffix than "of Sturdiness" or "of Craftsmanship," use it.

A good light radius will help you out dramatically in the labyrinth.

With these points in mind, don't be foolish. A suit of Godly leather armor that offers an armor class of 39 isn't as good as a suit of mundane plate armor that has an armor class of 45, regardless of the fact that the first is magical. Examine the items you find and compare them with what you have.



Finally, if you have questions about which item of two or three is better, don't sell them back to Griswold right away. Keep them and try them all out in the labyrinth. There's plenty of time to sell the ones you don't want to Griswold the next time you return to Tristram.

## SHRINES, POOLS, AND FOUNTAINS

In the labyrinth, you will frequently find magical shrines, pools, and fountains. These occur on virtually every level of the labyrinth, but are most common in the Cathedral and Catacomb areas. The majority of these sites are religious shrines, and all still have some remnant of their former power. The Cave and Hell areas of the labyrinth will not hold this sort of shrine. The Caves will have no shrines at all, while the Hell areas are populated mostly with Cauldrons and the occasional pool or fountain.

All of the shrines, pools, and fountains have a specific effect, with the exceptions of Cauldrons and Goat Shrines, which are random. Additionally, all but the Blood Fountain and Purifying Springs can be used only once. Most of these shrines are beneficial, but not all. Make sure you know what a shrine will do to you before committing to using it, or save your position before you use it.

There are a few shrines to be careful around. In particular, Fascinating, Ornate, and Sacred shrines are incredibly damaging. While these shrines do add two levels to your Firebolt, Holy Bolt, and Charged Bolt spells, they also take away 10% of your mana permanently. While it doesn't seem that drastic for a Warrior, it can be. Losing 10% of your mana may make it impossible for you to cast some high-level spells—a real problem if you lose too much mana to prevent you from casting Healing spells. It's even



FIGURE 5-5

**AN ELDRITCH SHRINE IS A GREAT BENEFIT, SINCE IT TURNS ALL OF YOUR POTIONS OF HEALING AND MANA INTO POTIONS OF REJUVENATION!**

worse if you are a Sorcerer, when losing 10% of your mana can make it much more difficult to survive in the labyrinth.



FIGURE 5-6

**USING A FOUNTAIN OF TEARS WILL ADD ONE TO ONE OF YOUR ATTRIBUTES AND SUBTRACT ONE FROM ANOTHER ATTRIBUTE. USE AT YOUR OWN RISK.**



| SHRINE TYPE       | EFFECT  |
|-------------------|---|
| Abandoned         | +2 dexterity  |
| Blood Fountain    | Restores one hit point, reusable  |
| Cauldron          | Random effect   |
| Creepy            | +2 strength   |
| Cryptic           | Restores mana, casts Nova spell from player   |
| Divine            | Produces either 2 full rejuvenation potions or 1 full mana and 1 full healing potion            |
| Eerie             | +2 magic  |
| Eldritch          | Health and mana potions become rejuvenation potions   |
| Enchanted         | One spell drops one level, all others raise one   |
| Fascinating       | +2 Firebolt spell, lose 10% maximum mana  |
| Fountain of Tears | Adds one to one attribute, subtracts one from another   |
| Goat              | Random effect   |
| Glimmering        | All items identified  |
| Gloomy            | +2 armor class to shields helmets and armor, -1 to all maximum weapon damage for weapon in hand |
| Hidden            | +10 points to durability of all items, -10 durability to one item                               |

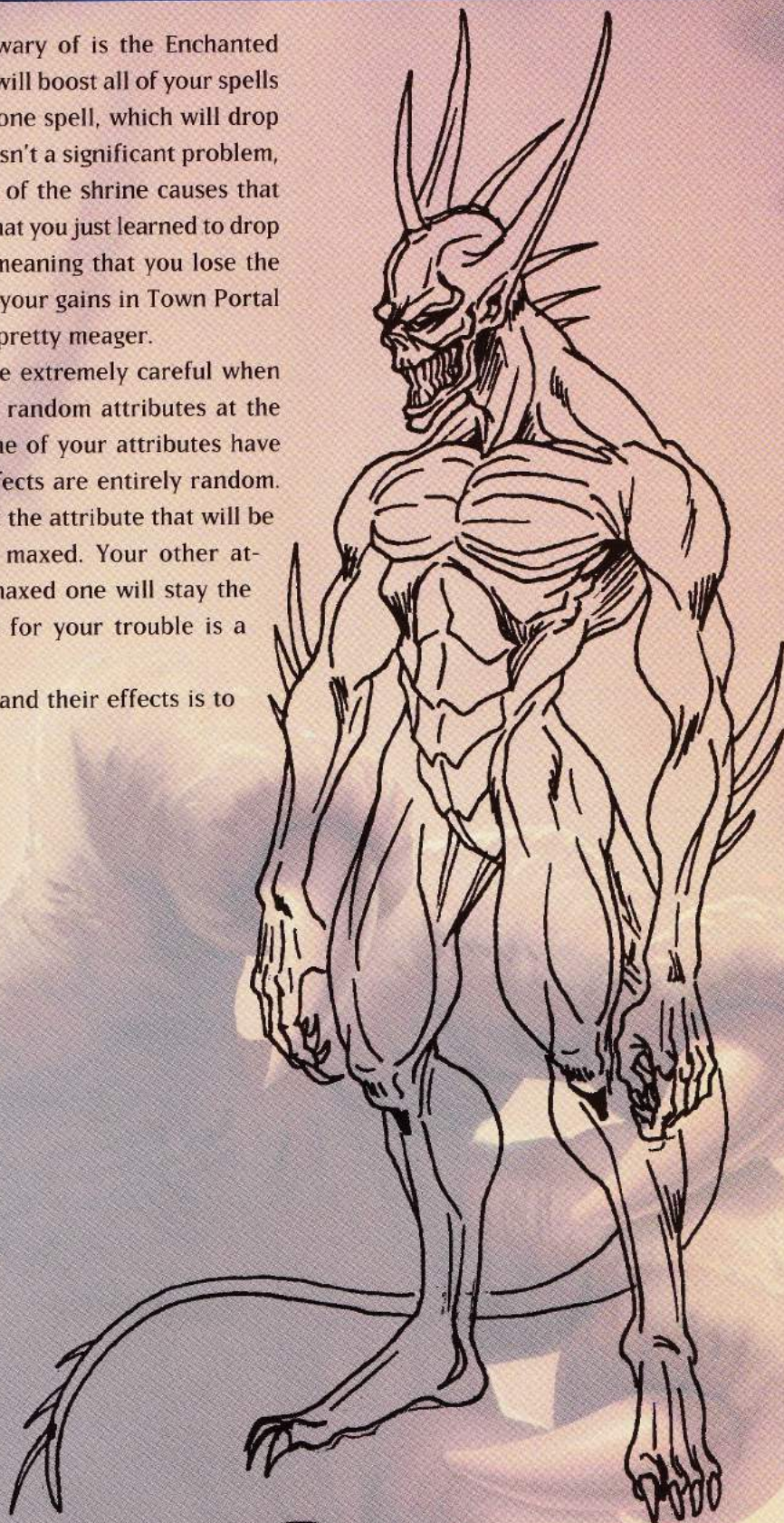
| SHRINE TYPE      | EFFECT   |
|------------------|--|
| Holy             | Random teleport  |
| Imposing         | Converts 1/4 of mana into health   |
| Magical          | Casts mana shield on your character  |
| Murky Pool       | Grants infravision   |
| Mysterious       | +5 to a random attribute, -1 to the other three attributes                       |
| Ornate           | +2 holy bolt levels, -10% maximum mana   |
| Purifying Spring | Restores one point of mana, reusable   |
| Quiet            | +2 vitality  |
| Religious        | Repairs all weapons  |
| Sacred           | +2 charged bolt levels, -10% maximum mana  |
| Secluded         | Complete automap of level  |
| Spiritual        | Fills empty inventory locations with 10-20 gold                                  |
| Spooky           | Other player gets full health and mana   |
| Stone            | Recharges staves   |
| Supernatural     | Increases abilities of bosses on the level                                       |
| Tainted          | User gains 1 to a random attribute, other player loses one to a random attribute |
| Thaumaturgic     | All chests on the level regenerate with new items                                |
| Weird            | +1 to maximum weapon damage  |



Another one to be wary of is the Enchanted Shrine. Using this shrine will boost all of your spells by one level, except for one spell, which will drop by one level. Often, this isn't a significant problem, but if the random effect of the shrine causes that impossible-to-find spell that you just learned to drop from level 1 to level 0 (meaning that you lose the ability to cast the spell), your gains in Town Portal and Holy Bolt will seem pretty meager.

As a final caution, be extremely careful when using shrines that boost random attributes at the cost of others when some of your attributes have been maxed out. The effects are entirely random. It's entirely possible that the attribute that will be "raised" is one already maxed. Your other attributes will drop, the maxed one will stay the same, and all you'll get for your trouble is a weaker position.

A list of the shrines and their effects is to the left.







# CHARACTER SKILLS AND MAGIC SPELLS

## CHARACTER SKILLS

Each of the three character classes has a specific skill that can help them survive the rigors of the labyrinth. Not exactly spells, these skills don't require any mana to use. Also, unlike most spells, these skills can't be learned or discovered on scrolls. Characters can't improve in these skills the way they do with spells or with their attributes. (These skills auto-increase as your level rises.)

### ITEM REPAIR

All Warrior characters possess this basic skill. Useful in emergencies, this skill can have serious detrimental effects on the worth of armor and weaponry.

Almost all weapons and armor items have a rating for durability. This rating indicates how much punishment an item can take before being destroyed. Frequent use in the labyrinth will wear an item down over time, and when an item's durability reaches zero, it breaks. Warriors have the ability to repair worn items and weapons, restoring them for more use.

The problem with using this skill is that each use reduces the maximum durability of the item. A sword with a durability of 40, when repaired by a Warrior, will have that durability permanently

dropped (38 or 39). When this skill is used frequently, items can be rendered virtually unusable.

This is a great skill when it's needed, but for the most part, Griswold should handle your repairs. Not only can he restore the durability of a worn item, he does so without reducing the maximum durability of the weapon or armor he is repairing.

### TRAP DISARM

This skill is usable only by Rogue characters.

Many of the doors and chests in the labyrinth have traps placed there by the denizens. Some of these traps are minor, and rather subtle. Opening the door or chest will cause an arrow to be fired in the direction of the chest, sometimes from a very long distance away, making it easy to sidestep and avoid. Other times, chests and doors contain vicious magical traps that cast Nova spells—lightning and the like—and often from close range.

The Rogue is blessed with her ability to disarm traps. Unlike the Warrior and the Sorcerer, the Rogue is able to see which chests and doors have traps. Rather than appearing in white, these doors and chests appear in red and are listed as "trapped



chest" or "trapped closed door" rather than simply as a "chest" or "closed door." The use of this skill allows the Rogue to attempt to disarm the trap, allowing for access to the contents of the chest or whatever lies beyond the door without risking the danger of taking damage.

The only downside to this skill is that it isn't always successful. The Rogue has a good chance to get rid of a trap, but even if she is unsuccessful, it will appear that the trap has been disarmed. This can cause some surprise damage when an unsuccessfully disarmed trap is triggered.

### STAFF RECHARGE

This skill is usable only by Sorcerer characters. In many ways, it is similar to the Warrior's skill in repairing items, but it works, as the name suggests, only with staves.

Most magical staves have the ability to cast spells. Each staff that can cast spells is limited to one particular spell—a staff of healing, for instance, can only cast the Healing spell. Of course, these staves are limited in the number of times they can cast a spell. Each has a set number of charges. The more powerful the spell being cast, the fewer the number of charges. Each time a spell is cast from the staff, it uses up a charge.

Sorcerer characters are able to recharge their staves, replenishing the spent charges. However, like the Warrior's item repair skill, using this skill causes the maximum number of charges in the staff to be reduced. If this skill is used frequently on the same staff, it will eventually make the staff almost worthless, reducing it to holding only a slim handful of charges.

In short, this is an incredibly useful skill for desperate situations. Otherwise, it's a better idea to simply pay Adria to recharge staves for you, since she is able to replenish the spent charges without affecting the overall capacity of the staff.

## Non-Combat Spells

Some of the most important spells you will cast in *Diablo* will be done at times when there are no creatures around for you to battle. You'll need to heal yourself, cast powerful protective magic, and more to better survive the rigors of the labyrinth. The following spells, available both in books and on scrolls, can save your life, make traveling easier and safer, or simply get you around the labyrinth and Tristram much more quickly.

### HEAL OTHER

Available only in two-player games, Heal Other does exactly what its name suggests. Using this spell allows you to heal a random amount of damage taken by the other character in the game with you. With additional levels, casting this spell costs less and less mana.

For all its worth, this spell won't be cast too often, either by you or by the person you are playing with. With both characters collecting potions and scrolls of healing and learning the Healing spell, it's simpler to allow each person to take care of his or her own lost hit points.

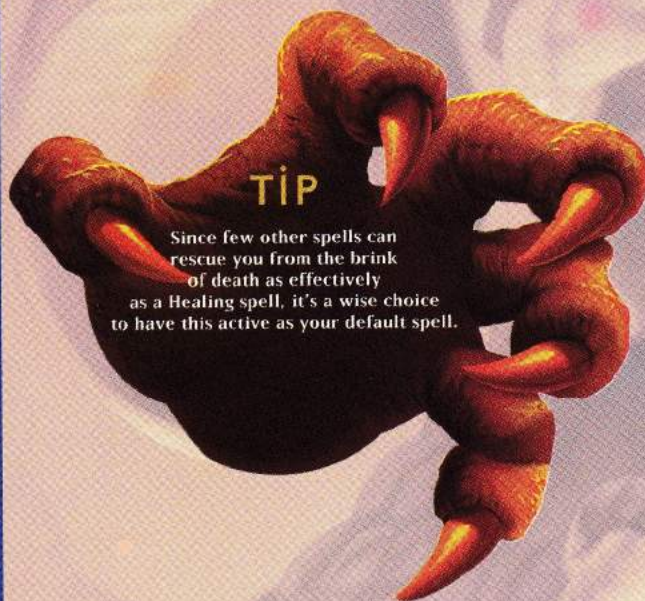
### HEALING

Exactly as the name implies, this is the spell version of the potion of healing. When cast, either from a scroll or from memory, it replaces a random amount of lost hit points. The effectiveness of this spell and the cost in mana depend on the level of the user's skill. Higher levels restore increasing amounts of hit points for a lower cost in mana.

Healing is one of the most frequently cast spells in *Diablo*, whether through scrolls or by using mana. It's also relatively common in scroll and book form in the labyrinth. In the early going, scrolls are preferable, since they don't use up mana and are about



as effective as a first- or second-level version cast from memory. After you have discovered several books of healing (either in the labyrinth or at Adria's shack), you're better off casting this from memory.



**TIP**  
Since few other spells can rescue you from the brink of death as effectively as a Healing spell, it's a wise choice to have this active as your default spell.

### MANA SHIELD

Without question, this is one of the most useful spells in *Diablo*. Use of this spell is almost a requirement for a successful, high-level Sorcerer, and even Warriors with their notoriously low magic ability and mana pool will benefit from the use of this spell.

When cast, Mana Shield causes your mana points to operate as hit points. In short, an arrow fired by a Skeleton that would have stripped off six hit points will instead take six mana points when this spell is active. When in operation, Mana Shield causes a blue sphere to appear over the head of your character.

The spell stays in operation until you leave the labyrinth level on which it was cast. Traveling to a different level or back to Tristram will negate the spell. The other way to cause this spell to stop



FIGURE 6-1

**A NECESSITY FOR SORCERERS, MANA SHIELD IS ALSO USEFUL FOR BOTH ROGUES AND WARRIORS.**

working is if all mana points are lost. When this occurs, hit points are lost when an enemy successfully attacks, just like normal.

This is an incredibly useful spell, because it offers an additional source of hit points. Just like potions of healing can be used to restore hit points, potions of mana will allow the user of this spell to keep it active longer, replacing these "hit points" in the same way. Sorcerers find this spell invaluable, since they generally have a tremendous amount of mana and few hit points—it affords them a much better chance of surviving in the labyrinth. Rogues and Warriors, who use fewer spells, will find the extra hit points beneficial as well.

When possible, cast this spell from a scroll, since casting from memory uses up a portion of the mana you want to have as hit points. Increasing levels of this spell don't increase its effect, but do reduce the amount of mana it takes to cast it. Casting with mana has additional effects, however. Additional levels of Mana Shield prevent a small percentage of damage from enemies.



## TIP

Cast this spell when you start exploring a labyrinth level. If you use it near the end of a level, you'll lose the effects when you return to town or descend farther, requiring another casting to reactivate it.

## PHASING

Effectively, Phasing is a low-level version of the Teleport spell. It is limited and potentially dangerous. The major benefit is that it is extremely inexpensive to cast, even at the first level, but it is a Single Player spell only.

What Phasing does is teleport the character casting it to a random location on the same labyrinth level. This location will be one already visited by the character and must be in sight at the time of the casting.

## NOTE

"In sight" in this case means that the location will be somewhere on the screen when the spell is cast. Phasing will teleport you to the other sides of walls, beyond doors, and around barriers, as long as it's a location you've visited.

The real use for this spell is to get out of difficult situations quickly. Of course, there is no guarantee that this spell will take you to a safe location. Since it is used mostly in emergency situations, it's another spell that's good to have handy in combat situations. Scrolls of Phasing aren't that useful, since it takes time to ready the scroll and cast the spell. The cheap mana cost only underscores the worth of casting this from memory. Additional levels further reduce this low mana cost.

## TELEKINESIS

The Telekinesis spell allows you to pick up or manipulate distant items. Gold, weapons, and other items found lying on the floor in the labyrinth can be picked up and put directly into your inventory as if you were standing next to them. This is incredibly useful for some quests, when the object of the quest is in a difficult or carefully guarded spot.

Another benefit of the Telekinesis spell is that it can be used to open doors and chests from a safe distance. Trapped chests and doors, or those you suspect might be trapped, can be opened with much less fear of danger. Doors that lead into rooms filled with dangerous creatures can be opened from behind grates, allowing you to attack without having to run from them.

## NOTE

As noted in the chapters on the quests in *Diablo*, Telekinesis can play a major role in making some areas of the labyrinth much quicker to get through and much safer as well.



The major benefit to Telekinesis is that it is cheap to cast. Scrolls of this spell are rare, as are books, but it is worthwhile to learn it when it's available. Gaining in levels reduces the mana cost for this spell.

### TELEPORT

A more advanced, and more costly, version of the Phasing spell Teleport is a Single Player spell only. While the cost of the Teleport spell is much higher than that of Phasing, Teleport is much safer to use.

Effectively, this spell does the same thing as Phasing, but instead of randomly sending you to a different part of the labyrinth, you are given the chance to click on the spot in the labyrinth you wish to go to. This spell can be used to get you out of some nasty situations quickly and easily, for a sizable mana cost. Because it requires an extra click to effect the spell, it takes a little longer as well. Finding and reading additional books about Teleport reduces the mana cost for casting this spell.

### TOWN PORTAL

When cast, the Town Portal spell creates a shimmering, blue, oval gate at the point you direct it to. This gate leads back to Tristram, settling just north and east of town. Walking through the portal will send you up, just as if you had walked up a staircase to town. Once you've arrived in town, the portal will stay, disappearing only when you use it on the return trip.

Scrolls of Town Portal are relatively common in the labyrinth. Chances are good that you will find caches of them every few levels. Hang on to them and use them when your inventory is full or when you start running low on potions of healing, mana, and rejuvenation. This spell is relatively common in books as well, and it's a good spell to learn to a high level so that you can create portals whenever

you need them. Finding additional books will allow you to reduce the mana cost of casting this spell.

### TIP

If you use Town Portal to escape from a large group of enemies, you may want to think twice about using it to return to the labyrinth. The situation in the labyrinth when you return using a Town Portal is the same as when you left. If you were surrounded by powerful monsters when you ran to Tristram, they'll still be waiting for you when you go back—and you won't have a handy portal to duck out through.

### COMBAT SPELLS

Naturally, one of the main times to use magic spells is during the throes of combat. When the creatures are attacking and your sword arm is getting tired, these powerful spells can slice through monsters quickly and effectively, giving you a chance to recuperate your lost health. Of course, some of these spells are more effective than others, and many creatures in the labyrinth have resistances and immunities to certain spells.

### BLOOD STAR

A powerful and dangerous spell, Blood Star is rare, costly, and difficult to learn. Effectively, this is the same spell that the four varieties of Succubi cast at you in the lower levels of the labyrinth.



In short, this spell calls forth a glowing orb that strikes a target, causing a large amount of damage. The major downside to this spell is that it costs not only mana, but also a few hit points every time it is cast. While initially weak, with increased skill, Blood Star can be an extremely effective weapon, but using it carries an obvious risk, since the loss of hit points leaves you vulnerable. It's a great spell for Sorcerers, though, since Blood Star inflicts one-third of your total magic as damage.

Additionally, Blood Star is extremely rare in the labyrinth, with a book appearing only once every three or four games. It's only slightly more common at Adria's shack. These factors combine to make this a spell difficult to master and potentially deadly to use. On those rare occasions when extra books of this can be found, reading them will increase the damage of the spell and reduce the mana cost.



**FIGURE 6-2**

**WHILE YOU MIGHT NOT CAST BLOOD STAR TOO OFTEN, GET USED TO ITS EFFECTS. ALL SUCCUBI-CLASS CREATURES CAST THIS SPELL WITH DEVASTATING EFFECTS.**

## BONE SPIRIT

Like Blood Star, Bone Spirit is a rare and costly spell. While learning it to a high level is difficult and time consuming, a powerful Bone Spirit spell is a real force to be reckoned with in the labyrinth.

This spell creates a powerful blast that, when it strikes a target, strips away one third of the creature's hit points. The only drawback to this spell is its tremendous mana cost for the damage it does. With few exceptions, most of the creatures you encounter can be slain with a few hits of a good weapon. By the time you reach the powerful creatures on the lower levels, you will have increased your power as well, and will be better able to handle them in melee combat. Because of this, Bone Spirit is not useful until its mana cost is low enough to allow frequent casting. Additional books of Bone Spirit reduce the cost of casting.

## CHAIN LIGHTNING

Chain Lightning is incredibly useful. It can clear an area of multiple creatures quickly and effectively, for a relatively cheap cost in mana. Books of Chain Lightning are uncommon, but scrolls can often be found lying around the labyrinth or at Adria's shack.

What this spell does is create eight long bolts of lightning that shoot out from the caster, one in each direction. This lightning plows through every creature it touches, passing through the creature and continuing on to whatever lies beyond. The bolts will only stop when they hit a wall. Multiple creatures can be wounded or killed with the same lightning bolt.

Obviously, this is very useful for situations when you find yourself surrounded by creatures. The lightning bolts are powerful enough to slay mid-level monsters and severely wound even the most powerful creatures, affording a good chance for you to



get in with a killing blow. The only downside to this spell is that creatures immune or resistant to lightning will take no or reduced damage, respectively. Still, it's a good spell to have handy for large fights, especially on the middle levels—where immunities are few, but the monsters are more powerful. Since each book of this spell that you read reduces the cost of casting, at higher levels it is quite effective and cheap.

### TIP

Consider readying this spell when you encounter a boss creature.

While the boss may be immune or resistant to the effects of lightning, if the surrounding creatures are not, you can clear the area—giving you a chance to take on the boss on a more even footing.

## CHARGED BOLT

This uncontrollable lightning spell can be used to knock out distant monsters and, cast repeatedly, can clear a good-sized area of any creatures that aren't immune or resistant to lightning. Some disadvantages are that the bolts it casts are small and weak, can't be controlled, and can sometimes affect the caster. However, the large benefit to this spell is that it is incredibly cheap in terms of mana cost, even at the lowest level of skill.

Charged Bolt effectively creates a few small, orbs of lightning that shoot out from the caster in



FIGURE 6-3

**WHILE WEAK, CHARGED BOLT IS STILL EFFECTIVE AGAINST THE WEAKER CREATURES OF THE LABYRINTH.**

the direction the caster is facing. These bolts then wander off chaotically, flitting about until they strike a creature or a wall. It is possible to launch this spell and then walk into one of the bolts, although this is rare. It's also possible to launch this spell multiple times at the same target and have every bolt miss. Every two levels of this spell gained adds an additional bolt.

Charged Bolt is too weak for scrolls. Its effects are too limited and paltry for the necessity of using a scroll to cast it. On the other hand, it is common on the lower levels of the labyrinth, and if found at Adria's shack, is cheap and easy to buy.

## ELEMENTAL

The Elemental spell is extremely rare and, until acquired at high levels, it is extremely costly to



cast. It creates a magic-based creature that launches itself forward at its target, doing a lot of damage quickly. It's powerful enough to kill most creatures with a little luck in terms of damage. Also, it attacks multiple targets and paths around walls and rooms, making it very effective against lurking enemies.

### FIREBALL

One of the most useful spells available to you, Fireball offers good damage potential for a relatively low cost of mana. Fireballs will damage any creature not immune to fire-based spells. The benefits of Fireball are low mana cost and speed—so it will strike your enemies quickly.

Fireball is better cast from memory, using mana, than cast from a scroll. While scrolls are just as powerful as casting with mana, most of the time you use this spell, you will be in combat against multiple creatures or powerful creatures. You will want to cast multiple Fireballs. Learn this spell early and often, reading as many books as your magic attribute will allow. Additional levels of this not only lower the cost of casting, but also speed up the Fireballs.

### FIREBOLT

Firebolt is a low-level version of Fireball. Much lower in mana cost to cast, it's also much less powerful and easier to learn. It's a very useful spell for the lower levels of the labyrinth, where the monsters have few resistances and immunities, and few hit points to cope with this spell.

Generally speaking, Firebolt is such a weak spell and costs so little mana that you won't find scrolls of it. Don't worry about this—the time it would take to cast this spell from a scroll would be wasted. Use it against tougher creatures (Scavengers, higher level Zombies) on the low levels, but forget about it in



FIGURE 6-4

**FIREBOLT CAN EASILY HANDLE THE MONSTERS ROAMING AROUND IN THE CATHEDRAL.**

on the lower labyrinth levels. Higher speed, more damage, and lower cost are the benefits of gaining levels in this spell.

### FIRE WALL

Without question, Fire Wall is one of the most useful spells in *Diablo*. Casting this spell creates a huge wall of flame that fries anything that isn't immune to fire. Each second spent in the burning wake of this spell causes tremendous damage to creatures, often killing them in just a few seconds. Resistant creatures may escape the effects of this spell, but repeated castings can make huge blocks of flame that will kill anything not immune.

The biggest problem with Fire Wall is that using it too frequently can box you in, rendering you unable to get past the effects of your own spells. It is most effective when used against monsters that



stand their ground. Succubi, bow-wielding Goat Men, bow-firing Skeletons, and Spitting Terrors near their bosses are all excellent targets for this spell. Cast it several times, moving the effect one step further to create huge sections of fire that will destroy everything in the area.

Be wary of acquiring too many levels of this spell. The main benefit of gaining additional levels is increased duration. At high levels, Fire Walls will last for a minute or more, and since they do their work so quickly, you are often left standing around waiting for them to go away. Once you have five levels or so, you can ignore additional books of this spell.

When you find creatures that pursue and are vulnerable to fire, cast this spell and pull back. When they chase you, the monsters will have to walk through your fire, weakening or killing them.



FIGURE 6-5

**HORDES OF FIRE-VULNERABLE ENEMIES CAN BE COAXED TO WALK THROUGH DEADLY WALLS OF FLAME, MEANING EXPERIENCE AND TREASURE FOR YOU WITHOUT THE RISKS OF COMBAT.**

### TIP

If you need to get around your own Fire Walls, there is a way to walk through them without taking damage. Horizontal and vertical Fire Walls can be crossed by walking through them on a 45-degree angle. Angled Fire Walls can be crossed by walking through them perpendicular to their path. Just be careful not to cross at a spot where multiple Fire Walls meet.

## FLAME WAVE

This spell combines the effects of Fire Wall and Lightning. When it is used, it creates a moving wall of flame. Like a Fire Wall, this effect carries over a wide area and, like Chain Lightning, continues on after damaging or killing the creatures it hits.

The biggest plus to Flame Wave over Fire Wall is that it causes much more damage, albeit at a much higher cost in mana. However, it doesn't stay on the same creature long enough to kill it much of the time. It's excellent for wounding a lot of monsters at the same time. Groups of Succubi standing one behind the other will take a lot of damage from this spell, for instance.

Flame Wave is expensive when cast with mana. For this reason, this is a great spell to cast from a scroll. In situations where multiple Flame Waves are needed, a second scroll comes in handy as well. Additional levels reduce the casting cost and increase the size of the wave.

## FLASH

Flash is very much akin to Chain Lightning and Nova in that it is lightning based and it attacks in all



directions. Flash is the weakest of these spells, but it's useful for getting out of difficult situations.

Flash is a small, circular ring of magical force created around you, doing a small amount of lightning damage to all creatures in the immediate vicinity. While it doesn't do a lot of damage, and doesn't hurt anything that isn't within melee range, it can take care of a number of low-level enemies at the same time. It's great against foes like Scavengers, who tend to attack in packs, have few if any resistances, and don't have much in the way of hit points. Flash scrolls are common in the labyrinth, and having one handy can save you on the early levels. Counselor-class creatures cast this spell when you approach them. More damage for less mana is the benefit to reading additional books of Flash.

### GOLEM

Golem is a wonderfully entertaining spell, most useful on the middle levels, particularly in the Caves. This spell creates a magical construct that works as your sidekick. The Golem walks around the level you are on, smashing your enemies with powerful blows of its fists. The Golem lasts for as long as you remain on the level, or until it's destroyed.

You can only cast one Golem at a time. Casting a new Golem dispells the first Golem cast.

On levels with creatures that possess distance attacks, the Golem isn't that useful. It will draw some fire for you, taking a couple of Lightning spells from the Storm Demons, or a few Blood Stars from the Succubi, but it generally won't last long enough to do any damage for you. In the Catacombs and Caves, the Golem will take out a number of monsters before being destroyed, sometimes lasting through the entire level.

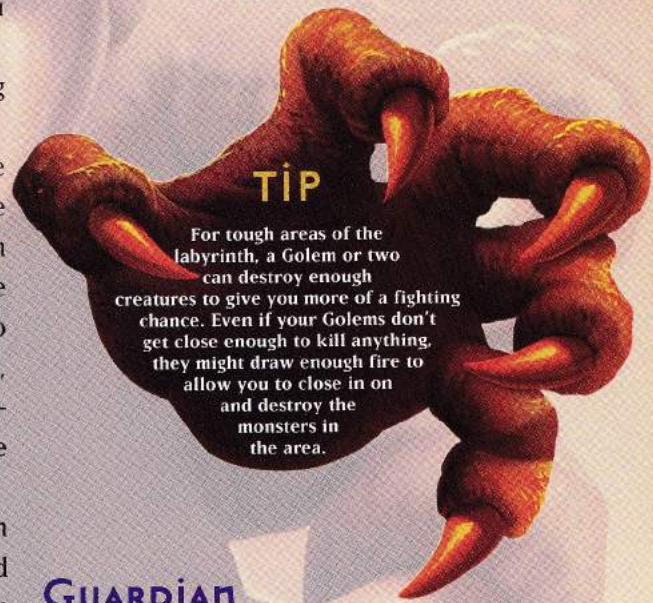
Keep in mind that casting this spell will mean you'll gain less experience on the level than you would have. Whatever the experience value of the creatures the Golem kills will be lost. Because of the rarity of this spell, scrolls of Golem are especially prized. Cast



FIGURE 6-6

**THE GOLEM (TO THE LEFT OF THE SCREEN) WILL WANDER AROUND THE LEVEL, ATTACKING ANY ENEMIES THAT GET IN ITS PATH. IN TOUGH AREAS, THIS CAN SAVE YOUR LIFE.**

this spell on levels with difficult monsters or combinations of monsters that make spell casting difficult. With additional levels of Golem, you'll need less and less mana to cast the spell.



### TIP

For tough areas of the labyrinth, a Golem or two can destroy enough creatures to give you more of a fighting chance. Even if your Golems don't get close enough to kill anything, they might draw enough fire to allow you to close in on and destroy the monsters in the area.

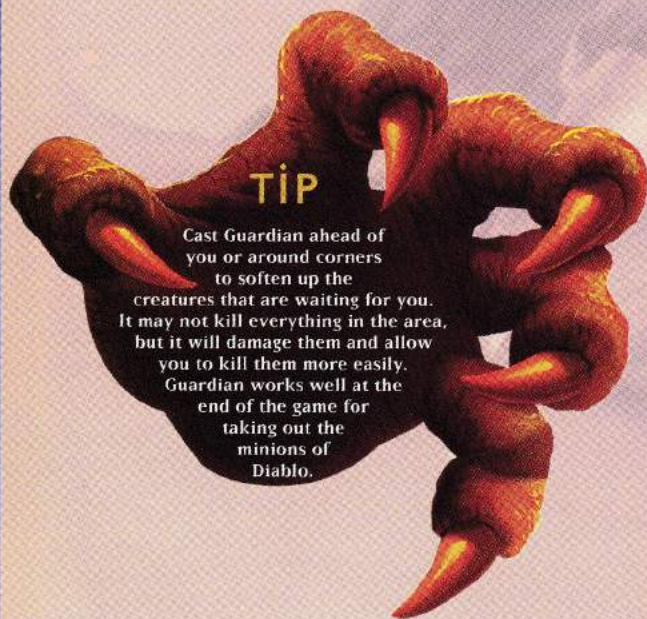
### GUARDIAN

A rare spell, Guardian combines the ideas of Golem and Fireball into one interesting package. When



cast, this spell creates a three-headed being that springs up from the floor and spits Fireballs at any enemy creature it sees. The Guardian doesn't last too long, unfortunately, and it cannot move. Still, it will mow through many low- and mid-level monsters before it wears out.

Guardian is an unfortunately rare spell in book form, but it is the ultimate prize for the Chamber of Bone quest. At high levels, this is a tremendous spell, able to clear out pockets of enemies quickly and with little fuss. It will not work against creatures immune to fire spells, however. It's a good spell to have handy in many situations, especially ones where you are being attacked from multiple sides. More damage and a longer duration for less mana is the benefit of gaining levels in this spell.



### TIP

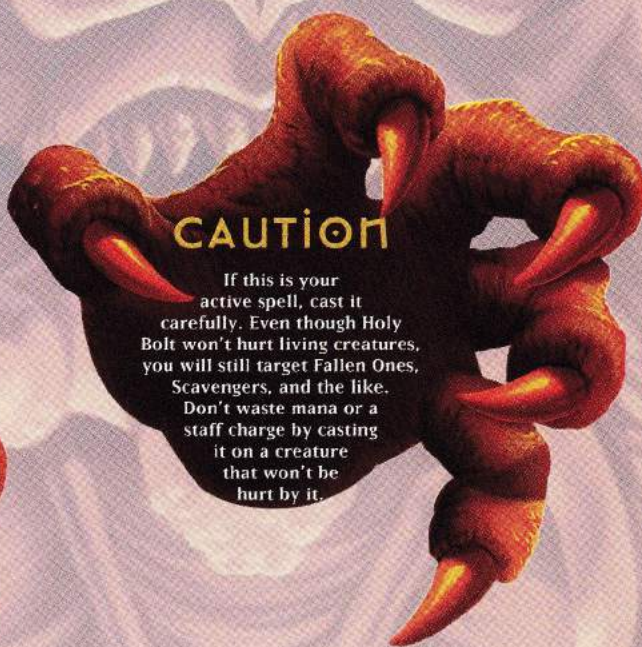
Cast Guardian ahead of you or around corners to soften up the creatures that are waiting for you. It may not kill everything in the area, but it will damage them and allow you to kill them more easily. Guardian works well at the end of the game for taking out the minions of Diablo.

## HOLY BOLT

Holy Bolt is limited in usefulness, but can save you when you are able to use it effectively. It is very much like Charged Bolt and Firebolt, in that it produces a low-level magical attack. Unlike the other spells, though, the target of this spell is much more specific.

Holy Bolt only works on undead creatures, specifically Skeletons and Zombies. It is the method of choice for killing King Leoric, since he is little more

than a giant Skeleton. While the undead are all magic resistant, this spell is the exception to the rule. Against living opponents, this spell does nothing except waste your mana. You won't find scrolls of this spell—it's too weak and costs too little to make a scroll worthwhile. If you can find a staff of Holy Bolt, keep it and use it on Leoric if he appears in the labyrinth. With additional levels, Holy Bolts become cheaper and faster. It is also fully effective against Diablo.



### CAUTION

If this is your active spell, cast it carefully. Even though Holy Bolt won't hurt living creatures, you will still target Fallen Ones, Scavengers, and the like. Don't waste mana or a staff charge by casting it on a creature that won't be hurt by it.

## INFERNO

Inferno falls between Firebolt and Fireball in terms of the damage it causes. It's a low-level spell, that causes a gout of flame to appear directly in front of you, extending out a few steps and damaging anything caught in its path.

You'll find a lot of scrolls of Inferno, and books of the same aren't too rare, either. Inferno does very little damage to whatever it hits, and its short range makes it effective only against creatures within melee range. At high levels, Inferno is inexpensive to cast, but its low damage potential makes it less desirable than a good Fireball or Fire Wall. When it is cast on you by Guardian-class monsters,





FIGURE 6-7

**BE CAREFUL WHEN YOU CAST INFERNO, SINCE IT WILL LAUNCH ITSELF DIRECTLY IN FRONT OF YOU, EVEN IF THAT'S NOT WHAT YOU INTENDED.**

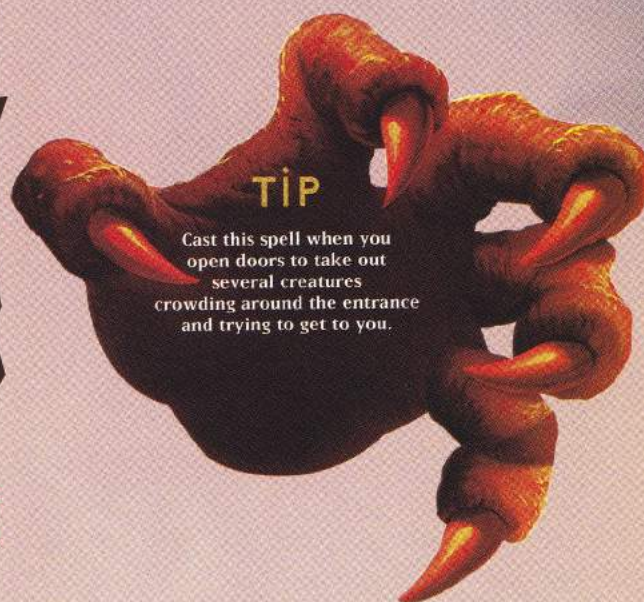
it is usually only remotely effective, stripping away a couple of hit points when it hits. It's the same when you cast it. Extra damage at less cost is the benefit of additional levels here.

## LIGHTNING

Lightning does exactly what it sounds like it would—it creates a large bolt of lightning that fires out in front of you, blazing its way through whatever it hits. Lightning passes through anything it touches, damaging or killing the monsters and continuing on until it strikes a wall. It is possible to damage or slay several creatures with the same spell.

Against immune creatures, obviously, Lightning is of little use. It is great against groups as they spot you and begin their approach. A good Lightning spell cast at incoming monsters can strip through them, taking out several of them and weakening others. Both scrolls and casting with mana are useful. Read as many books of this spell as you can; it's very useful for combat situations. Each level of this spell

reduces the cost, and every two levels increase the length of the lightning bolt.



## STONE CURSE

Without question, Stone Curse is one of the best spells in *Diablo*. When cast on any creature of the labyrinth save Diablo himself, the targeted creature



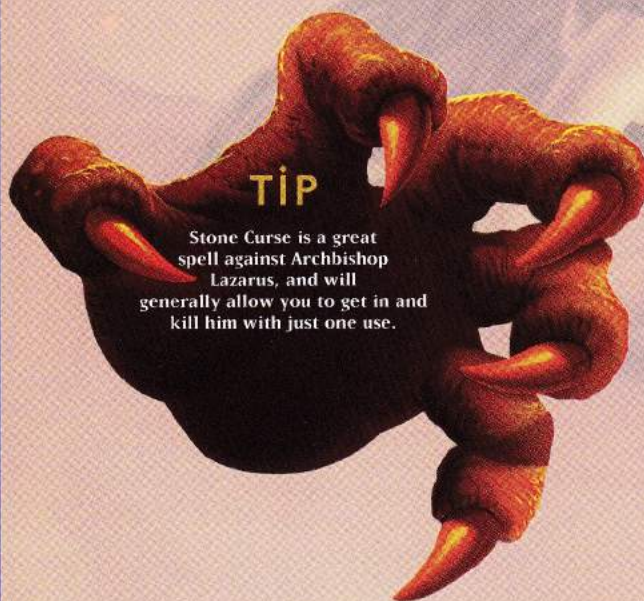
FIGURE 6-8

**WHEN A MONSTER HAS BEEN HIT WITH STONE CURSE, IT CAN'T MOVE, EVADE, OR RETALIATE. FOR THIS REASON, IT'S THE SPELL OF CHOICE AGAINST BOSS CREATURES.**



will be turned temporarily to stone. This affords you a chance to move up and strike the creature without fear of retaliation.

While Stone Curse will work against anything, it's best saved for use against boss creatures that generally require multiple hits to take down. It's much less effective when fighting against crowds of monsters. Since your target will only be stationary for a few seconds, you'll need to wade through the attacking enemies and get to the one you hit with the spell in a few seconds or the spell will have been wasted. Save this expensive spell, available only on occasion in scroll form, for those creatures that are tough enough to require some extra hits. Any boss is a good choice. For every level of this spell, you'll be able to cast it with less mana, and it will last longer.



**TIP**  
Stone Curse is a great spell against Archbishop Lazarus, and will generally allow you to get in and kill him with just one use.

## SPELLS YOU CAN'T LEARN

Some spells, because of their powerful nature, can't be learned. These spells must be read from scrolls or have their effects granted by the use of a shrine or pool. Each is valuable in its own way.

## APOCALYPSE

Apocalypse is without question the most effective offensive spell in *Diablo*. Casting this spell causes tiny pockets of flame to spring up, usually doing enough damage to take the monsters out. It takes an extremely high magic attribute to use one of these scrolls.

The best thing about Apocalypse is that it affects all creatures of the labyrinth except for Diablo himself. Even monsters otherwise resistant to magic or fire will be heavily damaged or killed by this spell. When you find one of these scrolls, save it for desperate situations—gangs of Succubi or Counselors, difficult bosses and their attending creatures, and the like. These scrolls are extremely rare and generally can't be bought from Adria.

## IDENTIFY

Put simply, an Identify scroll will allow you to discover the true nature of any unidentified magical item in your inventory. To use it, simply use the scroll and then choose the item you wish to learn about.

The benefits of this spell are two-fold. First, identifying items yourself saves you the 100 gold it costs to have Cain provide the same service. Secondly, when an item is identified, all of its magical properties become available. This spell can be used to significantly upgrade your equipment without having to go to town if you identify an item more powerful than one you are already using.

Identify scrolls are relatively common in the labyrinth. Often, you will find several scrolls at the same time in library rooms. Additionally, Adria sells these scrolls for 100 gold pieces on occasion. Buying the scroll from Adria naturally negates the benefit of not having to rely on Cain, but will allow you to identify items you find while remaining in the labyrinth.





FIGURE 6-9

**GOT SOME CREATURES ON A LEVEL YOU HATE FIGHTING AND WOULD LIKE TO AVOID? INFRAVISION WILL HELP YOU SPOT WHERE THE NASTIES ARE WAITING FOR YOU.**

## INFRAVISION

When read, a scroll of Infraction allows you to detect heat given off by the creatures in the labyrinth. Creatures that would normally be outside your range of viewing can be seen thanks to this spell. Any creature seen with this spell will appear entirely red.

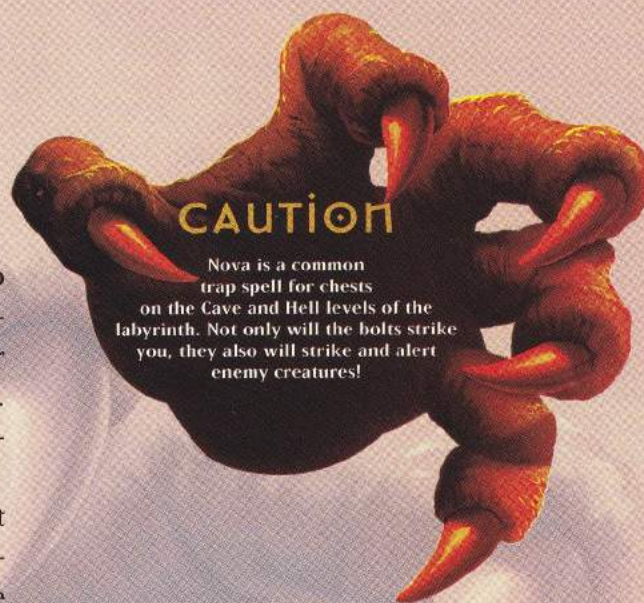
The obvious benefit to using this spell is that it allows you to avoid massive monster ambushes behind doors or around corners. The effects of the spell are all too temporary, going away after a few minutes or when you leave the labyrinth level where you cast the spell. These scrolls are relatively rare, as are the Murky Pools that grant this ability.

## NOVA

A powerful combat spell, Nova has the potential to clear an area like few other uses of magic. It's a variation of the Chain Lightning spell, more powerful in some respects and less powerful in others.

When cast, Nova creates a ring of lightning around the caster. This ring then expands outward, striking everything it touches and, like Chain Lightning and Lightning spells, continuing on until it hits a wall. The improvement over Chain Lightning is that about 16 bolts are created, covering much more territory and causing consequently much more havoc. The only lessened effect is that these bolts are small—about the size of a Charged Bolt.

Like Chain Lightning, Nova is incredibly useful for clearing out masses of creatures that aren't immune or resistant to lightning. Few other spells can cause as much damage as Nova cast in the right place and the right time.



Nova is a common trap spell for chests on the Cave and Hell levels of the labyrinth. Not only will the bolts strike you, they also will strike and alert enemy creatures!

## RESURRECT

This scroll is only available in two-player games, where it is pretty common. Not only will you find it frequently in the labyrinth, Pepin also carries a good supply at a low price. This spell does exactly what it sounds like it does—it brings a slain character back to life, but just barely.

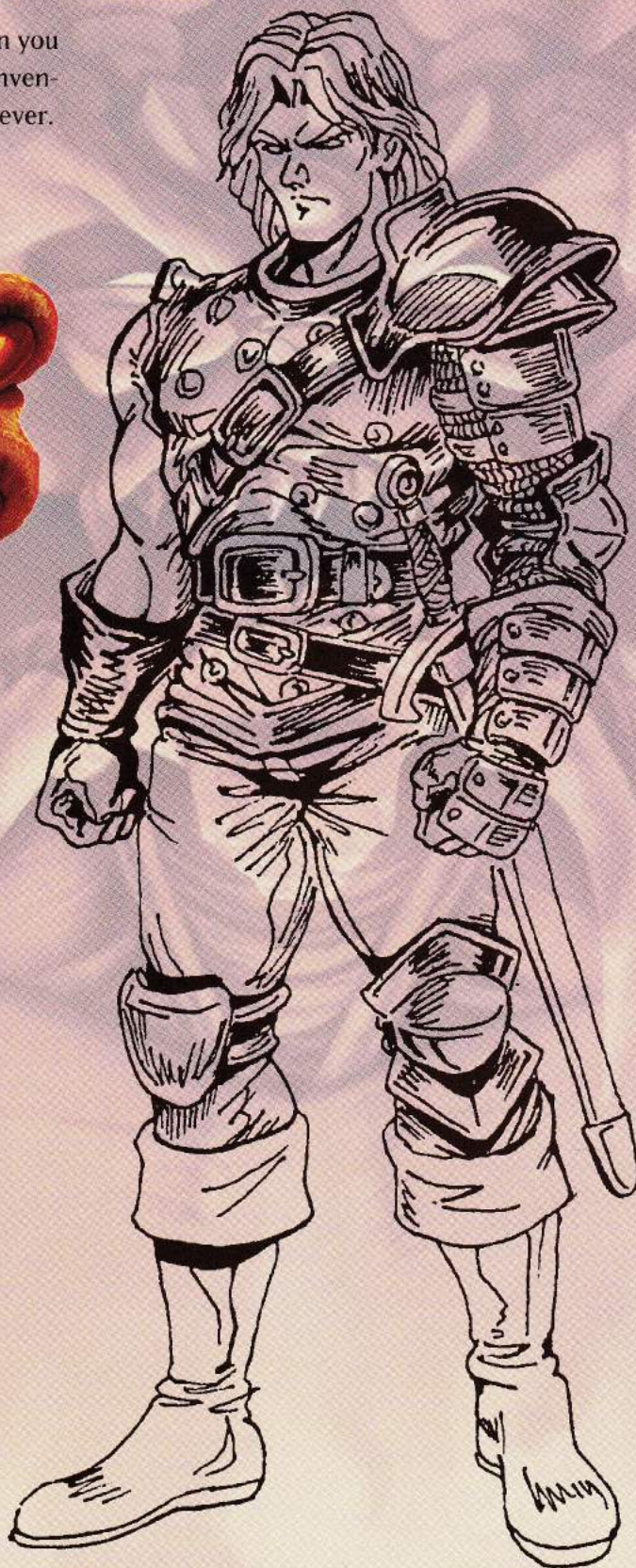
It's a good idea to have one of these scrolls on your person at all times. It saves you from having



to return to town to buy one from Pepin when you really need it. Place it somewhere in your inventory. You shouldn't need it on your belt, however.

### TIP

Don't resurrect your partner until the area is clear of monsters. When resurrected, a character comes back with only a couple hit points and a couple points of mana. Get the character a potion of full rejuvenation quickly, or create a Town Portal and get them back to Tristram immediately.





# THE CREATURES OF THE LABYRINTH

## BLACK KNIGHTS

Huge and intimidating, Black Knights are powerful minions of darkness. They appear as gigantic, fully armored knights, wielding massive swords. When they spot you, they stride purposefully forward, closing quickly to melee range and striking powerful and deadly blows. These dangerous monsters generally appear in the Hell levels of the labyrinth, although they can sometimes be seen as high as the bottom two levels of the Caves.

Tactics against Black Knights depend on the variety of Black Knight you are facing. Spells work well against them, since they tend to take the quickest path toward you. Barriers like Flame Walls will hurt all but Steel Lords, and lightning spells will mow through everything but Blood Knights.

Hitting these creatures from range is difficult, since they move in so quickly. Black Knights and



FIGURE 7-1

**BLACK KNIGHTS POPULATE THE HELL LEVELS OF THE LABYRINTH, AND ARE UNRELENTING IN THEIR ATTACKS. TRY TO FACE THEM ONE AT A TIME OR IN PAIRS INSTEAD OF LARGE GROUPS.**

| BLACK KNIGHT VARIETY | HIT POINTS | RESISTANCES      | IMMUNITIES       |
|----------------------|------------|------------------|------------------|
| Black Knight         | 75         | Magic, Lightning | None             |
| Doom Guard           | 82         | Fire, Magic      | None             |
| Steel Lord           | 90         | Lightning, Magic | Fire             |
| Blood Knight         | 100        | Fire             | Magic, Lightning |



their more powerful kin are the bane of Rogues, who often find themselves chopped to pieces by the Knights' massive swords. Once Black Knights get in close, the only real defense is a high armor class to keep their swords from damaging your tender flesh. While they are quick to charge, their swords are heavy and hard to swing, making their attacks slow, albeit powerful.

### CAVE VIPERS

Huge snake-like creatures that carry swords and shields, Cave Vipers are deadly opponents. Few other monsters of the labyrinth can get within striking distance so quickly, and their lightning-fast darting attack makes them deadly. They appear on the lower levels of the Caves and the top levels of Hell, generally levels 10-14, although they can appear on level 15 as well.

It's almost impossible to deal with Cave Vipers at a distance. They move too quickly and attack too hard. The only real defense against them is to keep your armor class as high as possible, or try to use area-effect spells like Fire Wall, Flame Wave, and Chain Lightning to overcome their resistance. All but the most powerful Cave Vipers, the Azure Drakes, are immune to magic (except for the Stone Curse).

Although Cave Vipers are less powerful than many creatures on the Cave and Hell labyrinth levels, they're among the most dangerous. Their attack



FIGURE 7-2

**CAVE VIPERS ARE WICKEDLY FAST AND AGGRESSIVE.**

is so swift that most of your time in combat with them will be spent blocking, making counterattacks infrequent. Their high number of hit points only makes it tougher to kill them off. Engage with care, and try to attack from a corner where only three can get next to you at once.

### COUNSELORS

For the Warrior, few creatures are as annoying, as tough to fight, or as dangerous as those in this class.

| CAVE VIPER VARIETY | HIT POINTS | RESISTANCES     | IMMUNITIES |
|--------------------|------------|-----------------|------------|
| Cave Viper         | 50-75      | None            | Magic      |
| Fire Drake         | 60-85      | Fire            | Magic      |
| Gold Viper         | 70-90      | Lightning       | Magic      |
| Azure Drake        | 80-100     | Fire, Lightning | None       |



## THE CREATURES OF THE LABYRINTH

| COUNSELOR VARIETY | HIT POINTS | RESISTANCES      | IMMUNITIES       | SPELL CAST   |
|-------------------|------------|------------------|------------------|--------------|
| Counselor         | 35         | All              | None             | Firebolt     |
| Magistrate        | 42         | Magic, Lightning | Fire             | Charged Bolt |
| Cabalist          | 60         | Fire, Magic      | Lightning        | Lightning    |
| Advocate          | 72         | Fire             | Magic, Lightning | Fireball     |

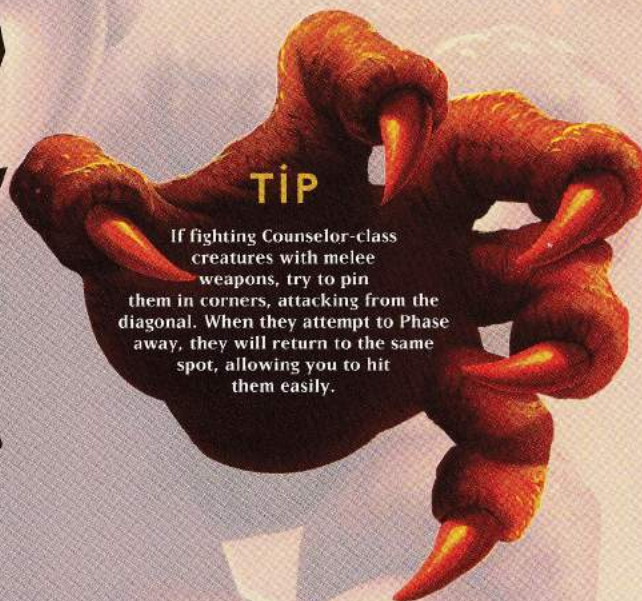
Counselors are powerful wizards. Not only can they cast incredibly effective combat spells, they also can teleport away from danger when you get too close to them. All Counselor-class creatures can cast Phasing and Flash, and each of the four varieties has an additional combat spell in its repertoire. Counselors appear almost exclusively on the four Hell levels, but sometimes can show up on the lowest level of the Caves. Counselors appear as a staff-carrying human.

The basic combat style of Counselor-class creatures is to hit with their main combat spell from range. If you close with them, they will either attack with their Flash spell, or Phase away, reappearing a few steps away to continue the assault with their spells. Because of this, Counselors are best attacked from range or with spells. Since Warriors tend to be weak in both of these areas, Counselors are tough for them to handle. Fortunately, they have few hit points, and one good strike often does them in. Fire and Lightning resistances are important when dealing with Counselors.



**FIGURE 7-3**

**COUNSELORS WILL HIT YOU WITH SPELLS, THEN PHASE AWAY WHEN YOU GET CLOSE. THEY'RE AMONG THE TOUGHEST MONSTERS FOR WARRIORS TO SLAY.**



**TIP**  
If fighting Counselor-class creatures with melee weapons, try to pin them in corners, attacking from the diagonal. When they attempt to Phase away, they will return to the same spot, allowing you to hit them easily.





FIGURE 7-4

FALLEN ONES WITH SPEARS ARE MARGINALLY WEAKER THAN THEIR BROTHERS.



FIGURE 7-5

FALLEN ONES WITH SCIMITAR AND SHIELD ARE EASILY FRIGHTENED AND CAN BE SCARED OFF BY KILLING ONE OF THEIR NUMBER.

## FALLEN ONES

These small, rat-faced, imp-like demons wander about the top levels of the labyrinth. What these monsters give up in terms of raw power and defense, they make up for with their teeming numbers. Any labyrinth level that contains Fallen Ones will have them in great numbers. The good news is that

these creatures are easily slain, and have a particular quirk that makes dealing with them even easier.

The Fallen One varieties that carry swords and shields tend to be slightly tougher than their spear-carrying brothers. Still, these creatures are on the lower end of the spectrum when it comes to difficulty. They are found mostly on the Cathedral levels of the labyrinth, although Dark Ones can be seen as low as level six, the second level of the Catacombs.

| FALLEN ONE VARIETY | HIT POINTS | RESISTANCES | IMMUNITIES |
|--------------------|------------|-------------|------------|
| Spear Fallen One   | 1-2        | None        | None       |
| Sword Fallen One   | 1-2        | None        | None       |
| Spear Carver       | 2-4        | None        | None       |
| Sword Carver       | 2-4        | None        | None       |
| Spear Devil Kin    | 6-12       | None        | None       |
| Sword Devil Kin    | 8-12       | None        | None       |
| Spear Dark One     | 10-18      | None        | None       |
| Sword Dark One     | 12-18      | None        | None       |



What makes these monsters easier to deal with is their inherent cowardice. They attack in huge groups, but the death of any creature—another Fallen One or anything else that happens to be attacking—causes all of the nearby Fallen Ones to retreat and regroup at a safe distance. Because of this, taking the Fallen Ones down will require a little more time with a melee weapon, but is pretty safe overall. Bows take a little less time, since you can hit them even while they are retreating. For the most part, you shouldn't need spells to take out Fallen Ones or Carvers. Low-level spells like Charged Bolt and Firebolt can help with Devil Kin and Dark Ones.

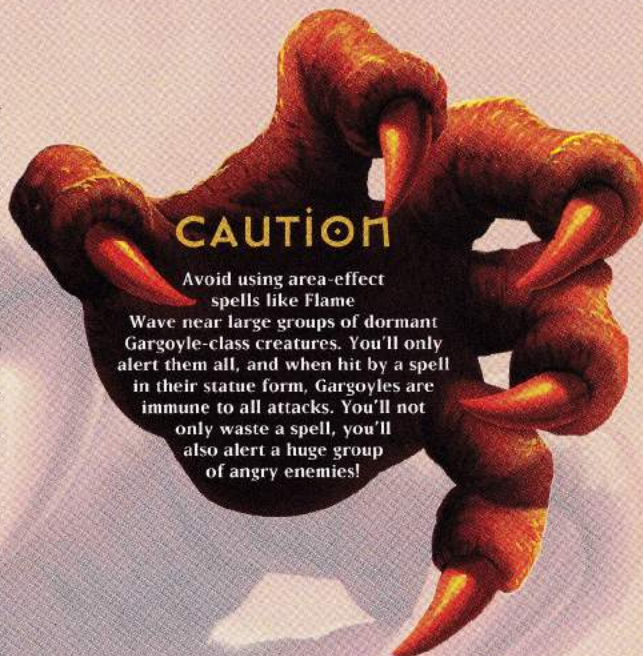
tack. Their huge claws make their attacks dangerous, but their large wings make the attack slow. Also, their tendency to hover in place makes them tempting targets for some spells. When attacked but not killed, Gargoyles will slowly retreat, backing off to a safe distance to return to their statue-like form. When they do this, they quickly restore their lost hit points and then resume their attack. If you approach them, they'll stop healing and will attack before they have finished restoring their hit points.

Unfortunately, all Gargoyles are immune to magic, and Blood Claws and Death Wings sport additional immunities as well. These creatures are easily handled with bows, although bows have the

## GARGOYLES

These huge, bat-winged monsters are potentially dangerous, but are the most easily avoided of all creatures in the labyrinth. They spend most of their time in their dormant state, which is statue-like. Hitting them with a spell or ranged attack will alert them, as will walking too close to them. The more powerful the type of Gargoyle, the further away they will sense your presence and attack. Gargoyles are most common on the Catacomb levels and the top few Cave levels.

The lowest forms of Gargoyle, Winged Demons and Gargoyles, are easily avoided. You need to get to within a few steps of them to alert them to your presence, and when alerted, they are slow to at-



### GARGOYLE VARIETY

### HIT POINTS

### RESISTANCES

### IMMUNITIES

Winged Demon

22-30

Fire

Magic

Gargoyle

30-45

Lightning

Magic

Blood Claw

37-62

None

Magic, Fire

Death Wing

45-75

None

Magic, Lightning



tendency to miss, striking and alerting other Gargoyle-class monsters. Their slow attack leaves them vulnerable to melee weapons, especially of the faster sort. Although their attacks are powerful and damaging, a decent armor class will stop them from hitting almost every time.

### GOAT MEN

As their name implies, these creatures are a hideous combination of man and goat. They walk upright like men, but have goat heads and goat legs. There are four known Goat Man clans, each containing two different types of warrior. And all of the Goat Men are warriors—they are trained to attack relentlessly and with abandon. Different tactics need to be used depending on the weapon being used by the Goat Men, and since they often appear together, Goat Man encounters can be short and painful. They appear as high as the bottom Cathedral level, and can show up as low as the second level of the Caves, meaning that you'll face them often.

Goat Men armed with bows will be difficult for Warrior characters. These monsters have an incredible rate of fire, launching salvo after salvo of

withering bow fire. And, as soon as you get close enough to hit them with your weapon, they retreat to a safe distance and start firing again. Bow-firing Goat Men should be dealt with almost exclusively from range or with spells. They have an uncanny ability to dodge melee attacks and run, often down long corridors. And, while chasing one Goat Man, you leave yourself open to attack from his kin, who will stand in place and fire while you chase down a single foe.



| GOAT MAN VARIETY | HIT POINTS | RESISTANCES | IMMUNITIES |
|------------------|------------|-------------|------------|
| Bow Flesh Clan   | 10-17      | None        | None       |
| Mace Flesh Clan  | 15-22      | None        | None       |
| Bow Stone Clan   | 15-20      | Magic       | None       |
| Mace Stone Clan  | 20-27      | Magic       | None       |
| Bow Fire Clan    | 20-25      | Fire        | None       |
| Mace Fire Clan   | 25-32      | Fire        | None       |
| Bow Night Clan   | 25-32      | Magic       | None       |
| Mace Night Clan  | 27-35      | Magic       | None       |





FIGURE 7-6

**HORDES OF BOW-FIRING GOAT MEN WILL DOG YOUR STEPS THROUGH THE MIDDLE LEVELS OF THE LABYRINTH.**



FIGURE 7-7

**GOAT MEN WHO CARRY MACES ARE AGGRESSIVE AND LOVE TO PURSUE. IF YOU ARE PLAYING A ROGUE, BE VERY CAREFUL.**

On the other hand, the mace-carrying Goat Men attack recklessly, charging and raining furious blows on you. Sometimes they will circle before pressing the attack, but most often they charge right in and start hitting. Consequently, these Goat Men are simple for the Warrior, but a problem for the lighter armor and lower hit points of Rogue and Sorcerer characters. The all-out attack of these creatures leaves them vulnerable to counterattacks, and they go down quickly. Still, their speed and numbers allow them to surround you quickly and beat you into submission in a few seconds. Hit hard, taking out what you can from range, then charge in.

## TIP

Any time you spot a Goat Shrine, you can guarantee that it is being guarded by a group of Goat Men. If you don't want to tackle them, you should be able to avoid them with little problem.



| HIDDEN VARIETY  | HIT POINTS | RESISTANCES | IMMUNITIES |
|-----------------|------------|-------------|------------|
| Hidden          | 4-12       | None        | None       |
| Stalker         | 15-22      | None        | None       |
| Unseen          | 17-25      | Magic       | None       |
| Illusion Weaver | 20-30      | Magic, Fire | None       |

## THE HIDDEN

You're walking down a quiet corridor when suddenly it erupts with hideous, drooling humanoids. This is your introduction to the Hidden, a group of monsters that use stealth and invisibility to sneak up and attack. Of all of the creatures, the Hidden class inhabits largest range of levels. You'll find Hidden as early as the second labyrinth level and as deep as the middle levels of the Caves. These monsters are invisible until they attack, making their appearance startling, and often deadly.



FIGURE 7-8

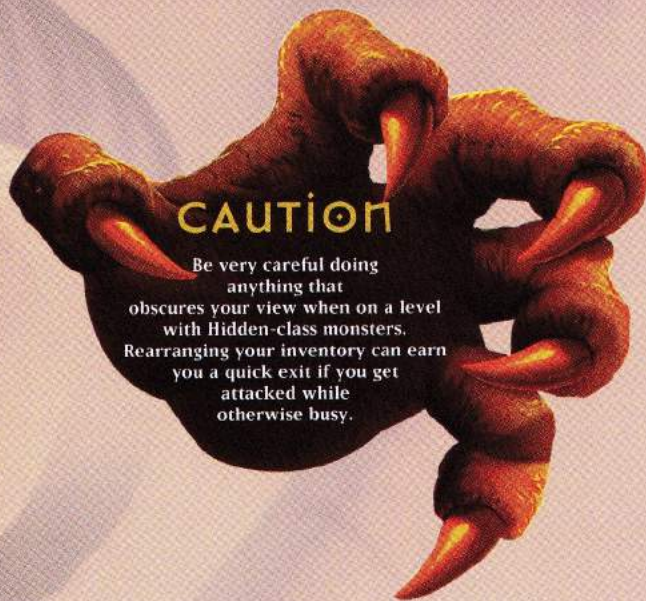
**THE HIDDEN CAN QUICKLY TURN AN EMPTY CORRIDOR INTO A MAJOR BATTLE.**

The trick to handling Hidden-class monsters is to understand their weird physiology. While they are invisible much of the time and they inhabit a different plane of existence, the Hidden also reside in the normal world. So, even when they are invisible, they can be attacked with spells and bows. Because of this, and because none of the Hidden-class monsters are immune to lightning-based spells, Nova and Chain Lightning are both excellent ways to clear huge groups of these monsters quickly.

The biggest problem in dealing with these monsters is that it's impossible to tell how many there are. You'll think you are done with them, and suddenly a few more will appear. When attacked by Hidden-class monsters, stop and fight. Don't move. Moving will only attract more of them to you. If nothing attacks you for a few seconds, you've likely gotten them all.

Your difficulties in keeping track of the number of Hidden around are compounded by their habit of fleeing from combat when wounded. When they do, they'll turn invisible again, heal up a few hit points, then return to the attack. Don't worry about chasing them—they'll come back when they are ready. When they do return, chances are good they won't be at full strength, and a single hit will do them in.





**CAUTION**  
Be very careful doing anything that obscures your view when on a level with Hidden-class monsters. Rearranging your inventory can earn you a quick exit if you get attacked while otherwise busy.

## HORNED DEMONS

The offensive linemen of the labyrinth, Horned Demons are large and angry, and always looking for a fight. These towering monsters, standing as high as any Guardian or Black Knight, have a single horn jutting from the center of their forehead. They use this horn to attack, either with a high-speed ramming action or with a slower and less-effective rooting action. These guys are almost strictly offense—easy to kill and easy to be killed by. They start appearing around the middle of the Catacomb levels and all through the Cave levels.

Horned Demons are almost a welcome sight, since they tend to be easier to deal with than the majority of monsters on the middle levels. Only the inactivity of Gargoyles makes the battle-weary player happier than the sight of these hulking brutes. Horned Demons have two basic attacks. The first, and more mundane, comes from melee range. This rooting motion with their horn is painful if it scores, but it doesn't hit too often, even on a mediocre armor class. Their second attack is much more dangerous. A Horned Demon, if properly angered (which means that it sees you) and a good distance away, can charge. This charge, if it hits, will not only strip you of potentially dozens of hit points, it will also knock you back a few steps. This is a slow attack, so getting in your own hits should prove to be little trouble.

Fortunately, Horned Demons have relatively few hit points for this point in the labyrinth, and virtually no defenses. They drop quickly and easily. You can hit them from range, but you shouldn't need to waste spells on them. Even at melee range, they aren't that tough to handle. Watch out for larger groups, when multiple charges can quickly force you to load your last saved position.

The best thing about Horned Demons is that they are slow witted. They often stand around, jaws agape, trying to figure out if they should charge or just run up to you. You can often move in and attack, killing a few off, before they think to react.

### HORNED DEMON VARIETY

### HIT POINTS

### RESISTANCES

### IMMUNITIES

Horned Demon

20-40

None

None

Mud Runner

25-45

None

None

Frost Charger

30-50

Lightning

Magic

Obsidian Lord

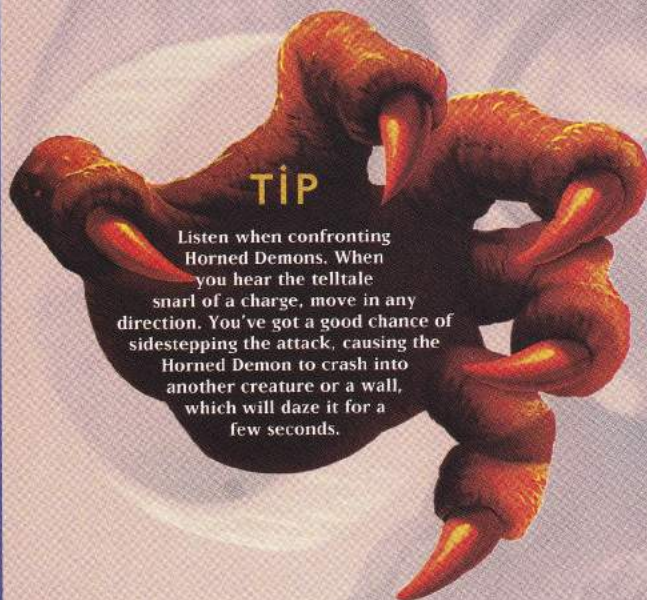
35-55

Lightning

Magic



### MAGMA DEMONS



#### TIP

Listen when confronting Horned Demons. When you hear the telltale snarl of a charge, move in any direction. You've got a good chance of sidestepping the attack, causing the Horned Demon to crash into another creature or a wall, which will daze it for a few seconds.

Hideous, human-shaped creatures made of living molten rock, Magma Demons are a true terror in the labyrinth. Not only can they hurl burning chunks of their own bodies from a distance, they also move quickly to melee range and attack with a devastating sweep of their massive hands. Deadly at range, especially against characters with low or no resistance to fire, Magma Demons are just as frightful up close, where their burning attack can ravage the unwary. These creatures occasionally appear as high as the bottom Catacomb levels, but are generally more at home in the Caves.

Close quickly with Magma Demons, even if you are using a bow. While their melee attack is dangerous and can cause tremendous hit point loss, it's their ability to deal fiery death from a distance that makes them really dangerous. It's a very good thing that Magma Demons, in general, like to move in quickly, stopping only every now and again to



FIGURE 7-9

**WATCH OUT FOR THE DEADLY CHARGE OF HORNED DEMONS. NOT ONLY WILL IT DAMAGE YOU SEVERELY, IT WILL ALSO KNOCK YOU BACK A STEP.**



FIGURE 7-10

**IN THE CAVES YOU WILL ENCOUNTER MAGMA DEMONS, WHO HURL CHUNKS OF THEIR OWN BODIES AT YOU FROM A DISTANCE.**



## THE CREATURES OF THE LABYRINTH

| MAGMA DEMON VARIETY | HIT POINTS | RESISTANCES | IMMUNITIES  |
|---------------------|------------|-------------|-------------|
| Magma Demon         | 25-35      | Fire        | Magic       |
| Bloodstone          | 27-37      | Magic, Fire | None        |
| Hellstone           | 30-40      | None        | Magic, Fire |
| Lava Lord           | 35-42      | None        | Magic, Fire |

hurl a burning rock chunk at you. Their low hit point range makes them easily slain from close in—another benefit to getting in on them quickly.

The worst possible situation is to see hordes of these creatures in large, open areas where they have a free range of fire. Of course, since they generally appear in the Caves, open areas and good paths of attack are all they have. Watch out for these monsters, and rely heavily on lightning-based spells to cut wide swaths through their ranks.

### OVERLORDS

Overlords look like the younger brothers of Guardians. Quite a bit smaller, and tending more toward fat than muscle, Overlords are still plenty powerful and able to hit with tremendous force. While slow

and unable to attack from range, the creatures in this class are fearless and attack without respite or remorse. Overlords are doubly frightening because they can cause tremendous damage with each strike. They are sometimes seen on the fourth labyrinth level (if the Ogden's Sign quest is active), but normally are found throughout the Catacombs and the top levels of the Caves.

Overlords are most worrisome because of their incredible durability. They take a good amount of punishment and keep coming. Their melee attack is powerful and deadly, and in large groups, Overlords are capable of overwhelming you. The best tactic is to hit them with spells or bowfire from a distance, since their approach is so slow. The only other real defense against them is a good armor class. Lightning-based spells work well against these beasts—none of them have any resistance.

| OVERLORD VARIETY | HIT POINTS | RESISTANCES | IMMUNITIES |
|------------------|------------|-------------|------------|
| Overlord         | 30-40      | None        | None       |
| Mud Man          | 50-62      | None        | None       |
| Toad Demon       | 67-80      | None        | Magic      |
| Flayed One       | 80-100     | Magic       | Fire       |





FIGURE 7-11

THE BLOATED BODIES OF OVERLORDS GIVE THEM SIGNIFICANT PROTECTION AGAINST YOUR ATTACKS. UNLESS YOUR ARMOR CLASS IS HIGH, WATCH OUT FOR GROUPS.



FIGURE 7-12

SCAVENGERS ATTACK IN GROUPS AND ARE RELENTLESS AND FAST.

## SCAVENGERS

These small monsters populate the Cathedral levels of the labyrinth, and often extend their influence to the top levels of the Catacombs. Scavengers are aggressive and relentless, and their small bodies make them sometimes difficult to see. They attack rapidly and charge without fear. Fortunately, even the toughest variety of Scavenger has few hit points, making them easily slain. These rodent-like creatures have a disturbing tendency to get underfoot.

When possible, hit Scavengers from a distance. If they get within striking distance, they can be tough to stop because their attack is fast and furious. And, since they tend to travel in packs, it's easy to be overwhelmed by a large group. Only the most powerful variety, Bone Gashers, have any resistances at all, making spells a good choice against larger groups. Fire Walls, which they will be forced to walk through, are also effective.

| SCAVENGER VARIETY | HIT POINTS | RESISTANCES | IMMUNITIES |
|-------------------|------------|-------------|------------|
| Scavenger         | 1-3        | None        | None       |
| Plague Eater      | 6-12       | None        | None       |
| Shadow Beast      | 12-18      | None        | None       |
| Bone Gasher       | 14-20      | Magic       | None       |



There is a quirk about these creatures that makes fighting them a little easier than battling some others. They are extremely excited by the smell of blood and carnage, and will often break off attacks if there are corpses lying nearby. When they do this, use the opportunity to slay a couple still attacking you. A feeding Scavenger will often stay involved with its meal for a long time, allowing you to kill them at your leisure.

### SKELETONS

No other creature is as numerous as Skeletons, and it's hard to mistake the bony, humanoid shape for anything else. The top six levels of the labyrinth tend to be crawling with these monsters, which often hide in barrels and the many sarcophagi of the Cathedral. Skeletons are fast and aggressive, none more so than the fearsome Skeleton Captains, who wield large shields and swords. The Axe-wielding variety is no less tenacious. Bow Skeletons are more fearless than other creatures that attack from range. While they will retreat on occasion, much of the time they will stand their ground.

Axe-wielding Skeletons and Skeleton Captains are best handled from close range. The unnatural immunity to magic that all Skeleton varieties possess makes them difficult to combat with spells, and the additional resistance of Burning Dead and Horrors make spells even less effective. These creatures attack aggressively and without respite, so you should do the same thing. Hit them hard and repeatedly, and don't stop swinging at them until they are all down.

Bow Skeletons are a different matter, although they can be handled up close as well. Don't hesitate to charge these monsters, since they rarely retreat, and when they do, it's usually only a couple of steps. The low hit points for the bulk of this class



of creature make them easy to destroy with aggressive attacks.

When it comes to spells, one weakness in the Skeleton class' armor is the Holy Bolt spell. This



FIGURE 7-13

**AXE SKELETONS ARE THE EASIEST OF THE UNDEAD TO SLAY, OR PERHAPS SLAY AGAIN.**



| SKELETON VARIETY     | HIT POINTS | RESISTANCES | IMMUNITIES       |
|----------------------|------------|-------------|------------------|
| Axe Skeleton         | 1-2        | None        | Magic            |
| Bow Skeleton         | 1-2        | None        | Magic            |
| Skeleton Captain     | 1-3        | None        | Magic            |
| Corpse Axe           | 2-3        | None        | Magic            |
| Corpse Bow           | 4-8        | None        | Magic            |
| Corpse Captain       | 6-10       | None        | Magic            |
| Axe Burning Dead     | 4-6        | Fire        | Magic            |
| Bow Burning Dead     | 5-12       | Fire        | Magic            |
| Burning Dead Captain | 8-15       | Fire        | Magic            |
| Axe Horror           | 6-10       | Lightning   | Magic            |
| Bow Horror           | 7-22       | Lightning   | Magic            |
| Hell Horror*         | 100        | Fire        | Magic, Lightning |
| Horror Captain       | 17-25      | Lightning   | Magic            |

\*Only occur on level 16

spell mows through Skeletons quickly, shattering them into tiny bone fragments. If you have learned this spell, use it on these monsters. You will be quite satisfied with the results.



FIGURE 7-14

**BOW SKELETONS ARE NASTY, BUT WON'T RETREAT TOO OFTEN, MAKING THEM EASY TO CLOSE ON.**

### TIP

If you're a Sorcerer who normally uses a staff, find a staff of Holy Bolt to handle the undead-heavy areas of the labyrinth. All the characters will benefit from this item in the Curse of King Leoric quest. Just be warned that while this spell is very effective against the undead (Zombies, Skeleton types), it won't affect living creatures (Fallen Ones, etc.).





FIGURE 7-15

**SKELETON CAPTAINS ARE DIFFICULT TO DESTROY, AND MASSED GROUPS WILL BE A REAL PROBLEM ON THE EARLY LABYRINTH LEVELS.**



FIGURE 7-16

**ONE OF THE MOST DEADLY CLASSES OF CREATURES, THE SPITTING TERRORS ARE EVEN ABLE TO HARM YOU AFTER THEY DIE WITH THE POOLS OF CORROSIVE ACID THEY LEAVE BEHIND.**

## SPITTING TERRORS

These mutant dog-like monsters are likely to be your least favorite on the middle and later levels of the labyrinth. Aggressive and deadly, Spitting Terrors combine a number of features that make them efficient at one thing—killing you. Spitting Terrors, or Spitters, have good hit points for the levels they appear on, making them difficult to kill. What's worse, when they get close, they attack faster than virtually any other creature in *Diablo*, often preventing your counterattacks with their speed. The worst part about these creatures is that they attack from range with a deadly, corrosive spit. As a final

indignity, Spitting Terrors start appearing around the middle of the Catacombs and will keep showing up all the way through to the upper levels of Hell.

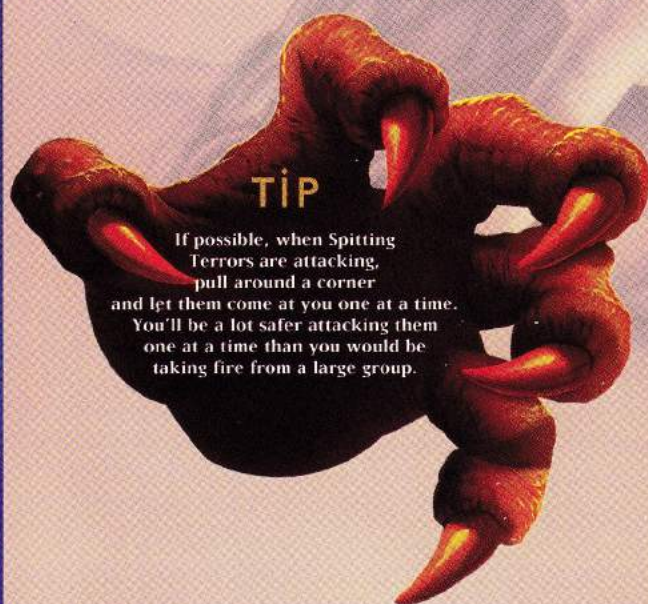
Often, you won't have time to attack these creatures with spells. Their general tactic is to hit from range a couple of times, then charge quickly and aggressively. Pull back and switch to a powerful offensive spell. Chain Lightning is an excellent choice, because none of the Spitting Terror-class creatures are immune or resistant to lightning-based spells, and Chain Lightning will allow you to hit a large group at once. For the same reason, scrolls of Nova are very worthwhile.

| SPITTING TERROR VARIETY | HIT POINTS | RESISTANCES | IMMUNITIES |
|-------------------------|------------|-------------|------------|
| Acid Beast              | 20-33      | None        | None       |
| Poison Spitter          | 30-42      | None        | None       |
| Pit Beast               | 40-55      | Magic       | None       |
| Lava Maw                | 50-75      | Magic       | Fire       |



When fighting these creatures at close range, keep moving, taking time to hit one or two, then pulling back. Frequently, the attacks of Spitting Terrors will leave corrosive puddles of acid on the ground. Walking through these puddles will damage you severely, and standing in one is even worse. Additionally, killing a Spitting Terror produces the same sort of puddle. Fortunately, these puddles fade away after a few seconds.

The exception to the aggressive attack of Spitting Terrors comes when there is a Spitting Terror boss in the vicinity. Spitters near bosses attack much like other creatures with ranged attacks in that they pull away when you get near them. Again, powerful offensive spells are the best way to take care of these situations. Fire Wall and Flame Wave are both very useful for everything in this class except for Lava Maws, which are immune to fire-based magic.



### TIP

If possible, when Spitting Terrors are attacking, pull around a corner and let them come at you one at a time. You'll be a lot safer attacking them one at a time than you would be taking fire from a large group.

## STORM DEMONS

The tall, thin, and almost dragon-like appearance of Storm Demons is usually a bit of a shock. They are amazingly fast, scurrying out of corners and around walls like gigantic cockroaches. Up close, these massive monstrosities attack with a rapid, two-handed strike that causes a lot of damage quickly. Large groups of Storm Demons can quickly surround and kill you with the speed of their attack. From a distance, Storm Demons attack with Lightning. These spells can be avoided, but up close they are deadly. Storm Demons appear mostly in the Caves and on the early levels of Hell.

The only really fortunate thing about Storm Demons is that, for the levels they appear on, their hit points are not that great. Up close, in small enough numbers, they can be handled quickly. It's tough to take on larger groups up close without a high armor class. Also, the general immunity to Lightning enjoyed by all but Red Storms, the weakest Storm Demons, makes Chain Lightning and Nova only a waste of mana or a scroll.

On the other hand, fire spells work great against Storm Demons. Fire Walls aren't that useful since these monsters close so quickly, but Flame Wave and Fireball do a nice job of handling them in large groups. Fireballs are exceptionally good if you have the spell at a high level so that they do a lot of damage at a low mana cost.

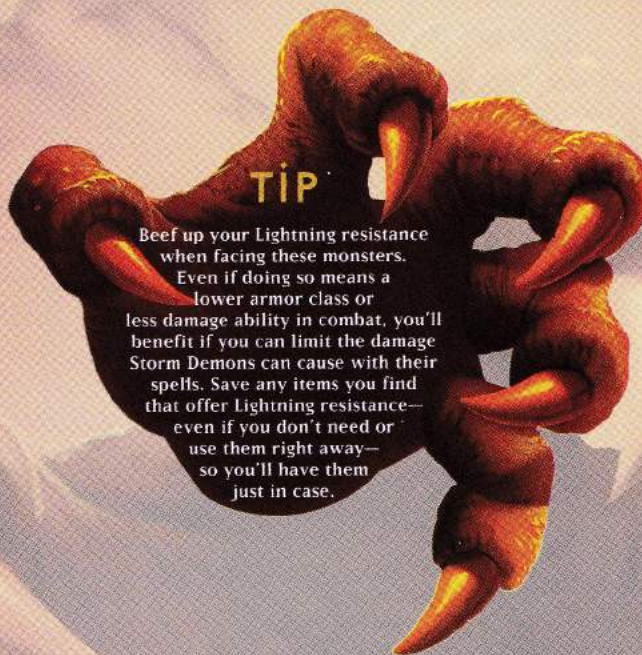
| STORM DEMON VARIETY | HIT POINTS | RESISTANCES | IMMUNITIES |
|---------------------|------------|-------------|------------|
| Red Storm           | 27-55      | Lightning   | Magic      |
| Storm Rider         | 30-60      | Magic       | Lightning  |
| Storm Lord          | 37-67      | Magic       | Lightning  |
| Maelstrom           | 45-75      | Magic       | Lightning  |





FIGURE 7-17

**STORM DEMONS ARE AGGRESSIVE AND ATTACK WITH LIGHTNING, BUT UP CLOSE THEY DIE QUICKLY DUE TO THEIR LOWER HIT POINT TOTALS.**



**TIP**  
Beef up your Lightning resistance when facing these monsters. Even if doing so means a lower armor class or less damage ability in combat, you'll benefit if you can limit the damage Storm Demons can cause with their spells. Save any items you find that offer Lightning resistance—even if you don't need or use them right away—so you'll have them just in case.

## Succubi

The seductive form of the Succubus class of creature hides their very real ability to turn you into worm food. These scantily clad humanoids with huge bat wings and small black g-strings are among the most difficult creatures to deal with in *Diablo*. Rather than attacking from up close, Succubi stand their ground and use the Blood Star spell with wicked accuracy. When approached, they stop attacking and retreat, walking away until you stop pursuing only to turn around and start firing again. Succubi usually appear on the Hell levels of the labyrinth, but are sometimes seen on the last couple of levels of the Caves.

If you are playing a Warrior character, good luck. Succubi will be even more frustrating for you than the bow-wielding Goat Men were, due in no small part to their extremely high hit points. In fact, Soul Burners are the only creature at the normal level of difficulty that can have more than 100 hit points. Because of this, and their tendency to retreat when faced with a charging opponent, Succubi are extremely hard to kill from melee range.

What makes this worse is that Succubus-class monsters all have resistances, and some have immunities as well. Because they stand their ground unless you are charging them, Fire Wall and Flame Wave are useful for all but Soul Burners, since only Soul Burners have any resistance to fire-based spells. Stone Curse can work, but its high mana cost makes this spell difficult to cast too often.

### Succubi Variety

### Hit Points

### Resistances

### Immunities

Succubus  
Snow Witch  
Hell Spawn  
Soul Burner

60-75  
67-87  
75-100  
70-112

Magic  
Lightning  
Magic  
Magic, Lightning

None  
None  
Lightning  
Fire





FIGURE 7-18

**SUCCUBI ATTACK WITH BLOOD STAR, WHICH WILL WHITTLE AWAY YOUR HEALTH. ROGUES AND SORCERERS HAVE THE ADVANTAGE AGAINST THESE MINIONS OF HELL.**

The best way to fight Succubi is with a bow, hitting from range while they fire back at you. Make sure you have plenty of potions of healing available to repair the damage from their Blood Star spells, and try to beef up your magic resistance so these spells will be less effective against you. If you don't have a bow available, hit them with the best offensive spells you have, then close and attack. Try to pin them in corners, much as you do with Counselors or bow-wielding Goat Man-class monsters.

### TIP

Succubi are deadly and ferocious monsters. When you spot them, retreat back to town and load up on potions. You might want to save a powerful bow as well as items that increase your magic resistance for your encounters with Succubi-class monsters.

## WINGED FIENDS

These tiny flying monsters are in many ways the younger cousins of Gargoyles. Winged Fiends are difficult to fight because they are small and sometimes hard to spot. Additionally, they have a tendency to strike at you once, then retreat to a safe distance only to move in again. It's common to be attacked by one of these creatures only to have your counterattack miss because it has pulled out of range. In long corridors with few obstacles, Winged Fiends will charge much like Horned Demons, although their strikes cause significantly less damage. These monsters inhabit all but the topmost level of the Cathedral and will continue through most of the Catacombs as well.

Winged Fiends are perhaps the most diverse class of monster in *Diablo*, with the possible exception of the Counselor class. Blinks get their name from their annoying habit of Phasing away every time you strike at them, making combat with them a constant game of turning and striking. Familiars, while not equipped with this defense, attack with a low-level form of the Lightning spell that can cause serious damage when these creatures attack in force.

To combat them, and to avoid chasing them around as they retreat from each strike, hit all Winged Fiend types with low-level spells. Firebolt is a great choice because it costs only a few points of mana, and generally does enough damage to drop these nasties in their flight path.

Up close, attack first. Don't let these monsters move in and hit you. Instead, hunt them down and attack first before they can react. You are best off using a faster weapon. Axes and staves will knock Winged Fiends down, but are too slow to be your best choice. A good, fast weapon—such as a mace or one-handed sword—makes an excellent choice.



| WINGED FIEND VARIETY | HIT POINTS | RESISTANCES | IMMUNITIES |
|----------------------|------------|-------------|------------|
| Fiend                | 1-3        | None        | None       |
| Blink                | 6-14       | None        | None       |
| Familiar             | 10-17      | Magic       | Lightning  |
| Gloom                | 14-18      | Magic       | None       |

## TIP

Charged Bolt is another good spell to use against all but Familiars. The random path taken by the bolts will often cause havoc in large groups of Winged Fiends, and the bolts are generally strong enough to kill all but the most powerful of the Glooms.

## ZOMBIES

The only other undead monster besides Skeletons, Zombies are also about the slowest creature in the game. They do not attack too carefully. They often walk right past you rather than turning toward you. When they do spot you, Zombies are so slow that you practically have time to go eat lunch before they get within melee range. Once they are close is when Zombies become a real problem. While their attack is as slow as their approach, it can quickly strip you of hit points, especially since you see Zombies on the first five or so levels of the labyrinth, before your armor class is very good.

Despite their power in melee combat, Zombies aren't too much of a problem for most characters. They are so slow that they can be targeted with spells easily. Holy Bolt is the most effective against them, since it costs only a few mana and generally does an excellent job of wiping them out. This spell is most effective for the large groups of Zombies, especially those around Zombie bosses.

With a good armor class, you don't need to worry too much about Zombies. They can be damaging, and they seem to be more resistant to damage than their low hit points would suggest. Still, unless faced in large groups, Zombies attack so slowly that they aren't much of a threat at close range. Just keep your armor class high so that their attacks don't get through.



FIGURE 7-19

WINGED FIENDS ATTACK, AND THEN PULL BACK, MAKING THEM HARD TO HIT. RANGE OR SPEED ATTACKS ARE BETTER.



| ZOMBIE VARIETY  | HIT POINTS | RESISTANCES | IMMUNITIES |
|-----------------|------------|-------------|------------|
| Zombie          | 2-3        | None        | Magic      |
| Ghoul           | 3-5        | None        | Magic      |
| Rotting Carcass | 7-12       | None        | Magic      |
| Black Death     | 12-20      | None        | Magic      |

## BOSS CREATURES

Throughout the labyrinth, you'll encounter more powerful versions of many of the monsters you face. These bosses each have specific names, and often different resistances and immunities than the creatures they appear with and they will almost always appear with attending creatures. Generally, the bosses have different (often bright and glowing) colors than the creatures they lead, which makes them pretty easy to spot most of the time.

Bosses, as you would expect, are much harder to kill than the normal version of each monster. They hit harder and more frequently, are usually more resistant to your spells, and are often more dogged in pursuit.

Their power filters down to their attendant minions, too: any special attack or defensive ability the boss has is transferred to his troops. This makes fighting a boss creature more difficult than it would be normally. One strategy is to go for the boss immediately, because when the boss dies, the other creatures no longer have its special abilities. On the other hand, the bosses tend to be much more difficult to kill, much more so than the attendant creatures; and while you are occupied with smashing the boss, the other creatures can, and will, tear you apart.

Your best bet for dealing with bosses is to use a blend of these strategies. If you are attacking from range or want to risk magic against bosses, go for the boss first. Taking the boss out will make taking out the rest of the creatures much easier. If, however, you plan on wading in and taking out the boss and its horde at close range, hit the other creatures. The faster you can reduce the number of attacks directed at you, the better off you will be.



FIGURE 7-20

THE SLOW-MOVING ZOMBIES ARE NONETHELESS EXTREMELY DANGEROUS UP CLOSE.



**NOTE**  
While bosses are a royal pain, a part of you should be pleased when you see one. All bosses carry magical items or books, and some of those magical items are powerful and unique. There's always a reward for slaying a boss.



# EXPLORING THE LABYRINTH

Up to this point, you've heard a lot of talk about the four areas of the labyrinth, the Cathedral, the Catacombs, the Caves, and Hell. You've probably gathered that these areas have some differences as well as some similarities. This is true, but there are many more differences than similarities among these areas in the labyrinth. If you are going to beat *Diablo*, you will need to learn these differences—and learn how to exploit your advantages while minimizing your disadvantages.

## THE AREAS OF THE LABYRINTH

### THE CATHEDRAL

The top four floors of the labyrinth are directly below the Cathedral that Archbishop Lazarus once used for the forces of good. These levels are the most like an actual building, a church in this case. While there are long hallways, there are often rooms that interconnect. You will often find large areas of small rooms with connecting doors or passages branching off from large hallways. While the Cathedral is in terrible disrepair, there is evidence of former splendor in the

huge, sweeping staircases, the faded temples, and the wide stone floors. All of the staircases that lead down to the next level head north.

The Cathedral's overriding features are the huge, square, pillared rooms. These areas generally serve several purposes. Primarily, they act as areas for large groups of monsters to congregate and await your arrival. Varieties of creatures will hang around in the corners, waiting for you to get close enough for them to spot you. These big, open rooms are often connected to each other by wide hallways that feature side walkways with arched entrances. These hallways are particularly dangerous, since the monsters hide along these walkways next to the main hall and can ambush you as you walk past.

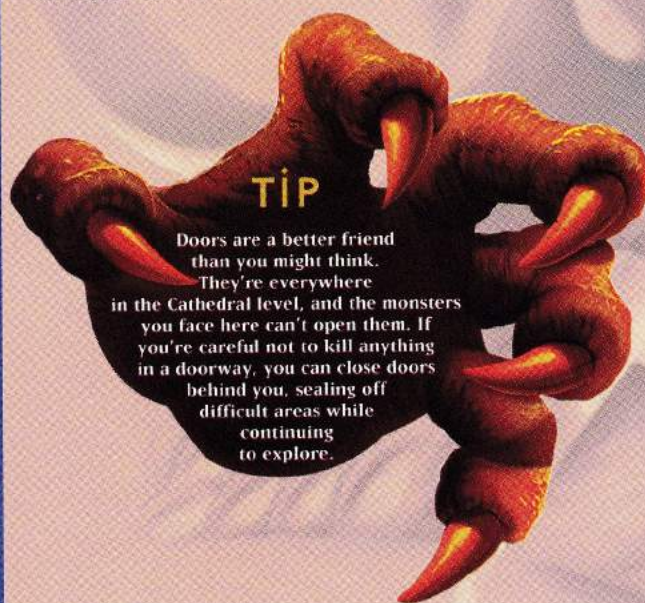
The rooms also act as crossroads for the levels. When you enter one, you'll find two or even three paths or doors leading away from it. You're also likely to find the stairs down to the next level in one of these rooms.

The Cathedral levels, in addition to the chests and barrels the other levels contain, also have huge sarcophagi. The sarcophagi contain gold, items, or Skeletons, and can also be trapped. These sarcophagi are additional spots to explore and add another important feature to the Cathedral levels—



there is considerably more "stuff" to find here. The monsters also drop a lot of items, although usually mundane ones.

Even though the creatures have the advantage of long and open halls and huge rooms, the Cathedral levels are the most character-friendly. There are many doors, so you can control the rate at which you encounter many of the nasties on each level. There are also large areas with grates that you can't walk through (and neither can the monsters), but that you can launch arrows or spells through.



Since the Cathedral levels are the most church-like, there are many shrines on these levels, and libraries are fairly frequent as well. You'll learn the most spells from these levels in general, or at least you'll find the most books, even if you can't read them right away.

### THE CATACOMBS

Floors five through eight of the labyrinth are the Catacombs, a series of dank rooms and tombs. Like the Cathedral levels, these areas were used in the recent past, if for nothing else than to bury the dead



FIGURE 8-1

**LIBRARIES LIKE THIS ONE APPEAR FREQUENTLY IN BOTH THE CATHEDRAL LEVELS AND THE CAVES. YOU CAN GAIN A LOT OF MAGICAL POWER FROM ROOMS LIKE THIS.**

of Tristram and the area. Because of this, these areas have much in common with the Cathedral levels. They're much rougher, the stone of the floors and walls having an unfinished feel to them, as if they were recently carved out but not yet smoothed and polished like the upper floors. The staircases are spiral, and arrive and descend toward the east.

The Catacombs are harder to figure than the Cathedral levels, since they have an unfinished quality to them. There are frequently long and seemingly unending corridors that lead to a single small room or set of rooms. There are walls that don't completely divide one room from the next, often with doors that you could walk through if it weren't just as simple to walk around the unfinished walls.

As with the Cathedral, there are some large rooms, many of irregular shape, but the whole Catacombs area has the feel of being something still in



progress, with construction still under way. There is much less of a plan to these levels than you experienced on the top four floors. Hallways frequently change width, making small alcoves and pockets for creatures to hide in. Many large areas have rooms located in their center, usually with an open portal into them rather than a door.

There are fewer doors in general than in the Cathedral. As with any work in progress, some parts of the Catacombs are in pretty good shape as far as having doors and an actual plan of design—allowing you to control the flow of when and where you meet the creatures in the labyrinth. However, many parts of the level will not be like this.

The openness of these levels makes them much harder to deal with—particularly since many of the creatures you will be facing here have a ranged attack and favor retreating instead of charging (such as bow-firing Goat Men). Some creatures—such as Horned Demons or Winged Fiends—will use these open areas to charge more effectively. You'll need to rely much more heavily on offensive spells in the Catacombs than you did in the Cathedral.

You'll need to use areas where you can shut doors behind you to your greatest advantage. Close off areas behind you, and don't open a new doorway until you have explored all of the areas with open portals or no doors between them. This prevents you from walking out of a bad situation into a worse one.

The use of the Catacombs as a place to put the dead means there will be a few shrines in the area. There will also be a library here and there, although not in great numbers. These four levels are also the only place you will find Goat Shrines, several of which you will find on every Catacomb level.

The partially open, partially enclosed feel of the Catacombs bridges the gap perfectly between the Cathedral and the next area, the Caves.

## TIP

Practice for the Caves below in the open areas of the Catacombs. Use ranged, offensive spells like Lightning and Fireball. Don't rely on long distance spells like Stone Curse. Try to herd creatures like the bow-firing Goat Men toward walls and corners to slay them. The skills you learn here will help against Succubi and Counselors.

## THE CAVES

If the Cathedral levels are a finished structure fallen into disrepair and the Catacombs are a work in progress, then the Caves of levels nine through twelve are virtually untouched. While there are spots here and there that show that people have ventured down this far—fences, the occasional barricade, and a door or two—everything else is still rock and natural caverns. The stairs, narrow and rickety, like those in an old and poorly kept mineshaft, enter onto these levels heading south, and head down facing west.

## TIP

Keep this in mind: Since the stairs in the Caves aren't free standing, they always head off into a west wall. More times than not, this means the stairs down to the next level will be against the far west wall of the level.



Unlike the Catacombs, the Caves are easy to figure, in the sense that there is absolutely no plan to them at all. They wind and twist all over the place. Narrow corners and tight corridors suddenly widen out into huge caverns. There are plenty of huge, open spaces. Major features in the Caves are huge pools and rivers of lava that wander all over the place.

It's these rivers of lava that will be the most problematic for you. While there are no actual corridors as such in the Caves, these rivers act as a method to control where you can walk. There are gaps in these lava rivers every now and then, and many of the creatures like the Storm Demons, Spitting Terrors, and Magma Demons will use your inability to cross these lava streams to attack you from range. In effect, just as you were herding the monsters in the Catacombs, you are now being herded yourself.

Be prepared to follow these rivers through the Caves. This is the easiest way to explore these levels, since the Caves are extremely difficult to

navigate. As with the levels above, you'll need to rely on powerful offensive magic to take care of the monsters attacking from the wrong side of the stream as you look for the way across.

The few doors you find on the Cave levels are, strategically worthless, for the most part. There is virtually always a way around the doors, and you can explore about 90 percent of the Cave levels without ever opening one of them. Additionally, virtually every monster that populates these levels, except for the Spitting Terrors and Overlords, can open doors for themselves, and will not hesitate to do so to come after you.

There are no shrines or libraries in the Caves. You will find some books on a couple of creatures, but for the most part, you'll improve your spells mostly through purchases from Adria.

You need to plan your attack in the Caves carefully. Even more than on the previous levels, you must carefully clear areas that you can retreat to if the need arises. If possible, work your way toward a wall and go from there. This way, large groups of monsters on the other side of the lava won't have too much of an advantage over you, since you will have a safe spot to pull back to. You can use the uneven corners and odd angles to hide behind when the monsters pursue, letting you hit them one at a time as they try to chase you over the rough terrain.



FIGURE 8-2

**THE CAVES ARE DIFFICULT TO COMPLETELY EXPLORE, SINCE THERE ARE MANY ODD PATHWAYS AND MEANDERING PATHS—NOT TO MENTION RIVERS OF LAVA THAT BLOCK YOUR PATH.**

## HELL

Hell, levels 13-16, is in many ways a combination of the Cathedral and the Caves. Like the Cathedral levels, there is an obvious plan to the areas of Hell, and the unusual walls and horrifying architecture (complete with impaled human corpses) are obviously not natural, but supernatural. On the other hand, Hell is extremely open and wide. Huge passageways lead to other wide corridors. There are few things that can pass as a "room" in Hell, although large open areas sometimes contain internal



areas that might be called rooms. There are no doors in Hell. The huge, evil staircases exit onto these levels from the north and lead down to the west. There is no mistaking them or missing them—they are about four times the size of the largest staircase anywhere else in *Diablo*.

The fact that the levels of Hell are both open and unnatural indicates that they have been made this way for a reason. Huge open corridors benefit the creatures that dwell here, many of which attack in massed gangs, or retreat to the far edges of the walls to fire powerful spells at you. This architecture does nothing good for you. You will need to act decisively and carefully if you are going to survive here.

In short, you need to combine the tactics you've learned from the Catacombs and the Caves. In the Catacombs, you learned to herd the monsters into corners and along the walls to better allow you to slay them. In the Caves you learned something just as important—clearing an area that you can retreat to when things get hairy.



**FIGURE 8-3**

**NO DOORS, WIDE PORTALS, AND WIDER CORRIDORS MAKE THE HELL LEVELS A TRIAL FOR EVEN THE MOST EXPERIENCED CHARACTER.**

When you enter a new Hell level, pick a direction from the stairs and start clearing it out. Do not pursue your enemies, because they will only lead you into pockets of additional foes. Retreat and pull them back to the stairs, picking them off one by one if necessary. This is going to be a continuing theme in your time on these levels. The levels of Hell are really just endless branching corridors that lead nowhere, all going around and heading back to each other.

There is no good way to go about this. The levels of Hell were designed to be tough on you. They were planned so that the dangerous melee creatures like Cave Vipers and Black Knights can surround you while the creatures with ranged attacks can hit you from as far away as possible. You won't find any assistance in the way of shrines or libraries, although there are a number of Cauldrons lying around the level. There are some books to be found here and there, but not in great number. Neither are there many magic items, or items in general, but the ones you do find will be among the most powerful available. You'll find plenty of gold, however.

Of all the levels, you'll need to explore Hell much more carefully and slowly. Take it step-by-step, moving carefully into each area and trying to draw off the enemies one at a time or in small groups. Always keep an area behind you that you can move back to if you must. Never, ever retreat forward.

Peek carefully around corners, and be prepared to draw fire. The levels of Hell are filled with Succubi and Counselor-class creatures, who won't spare any chance to fire at you. Fire Walls and Flame Waves are good deterrents for many of these creatures, especially Fire Walls, since they will damage or kill many pursuing monsters. Against the Cave Vipers and Black Knights, especially when there are no Counselors or Succubi around, retreat to a corner to limit the number that can get close to you.



### COMMON FEATURES

As different as the levels of the labyrinth are, there are some features that remain similar from area to area. It's just as important to understand the similarities between the Cathedral, Catacombs, Caves, and Hell as it is to understand their differences.

#### STAIR AREAS

It seems silly to say that all of the levels share stairs as a feature, but these areas are extremely important. In addition to allowing access to town and to other levels of the labyrinth, the areas immediately surrounding stairs, for the most part, are clear of enemies. You'll always be able to retreat to the stairs where you entered the level when things get too rough for you. Don't forget about this, because a safe haven can make dealing with powerful bosses or particularly nasty creatures much easier.



FIGURE 8-4

**OFTEN, STAIRS WILL APPEAR NEAR EACH OTHER. THIS MAKES FOR A LARGE SAFE AREA.**

### CHESTS AND BARRELS

All levels of the labyrinth contain chests, barrels, and other objects that might hold treasure. While chests, which come in both large and small types, can be opened with Telekinesis from a distance, barrels must be smashed from close range.

Open all of the chests you find, and make it a point to smash the barrels as well. While some of these items are trapped (trapped barrels, which explode, are potentially dangerous), there is a lot to be gained from them. Many contain potions, scrolls, items, and gold.

On some levels, particularly in the Caves and in Hell, you will find decapitated bodies of people from Tristram or the failed attempt to rescue Prince Albrecht. These are great finds, especially because they almost always contain something useful, usually gold. Even better, these bodies can't be booby-trapped.

#### TIP

On the first level of the Caves, look for the body of a Slain Hero. He will hold an item of worth that will change according to the character type you are playing. If you are playing as a Warrior, this means a suit of armor (usually a breast plate), as a Rogue you'll get a good bow, and Sorcerers will find a book of Lightning.

### CORNERS

Obviously, with all of the walls, there are corners everywhere. Explore them all. Walk into them and





**FIGURE 8-5**

**GET INTO THOSE CORNERS! BARRELS, CHESTS, AND LOOSE ITEMS LIKE TO HIDE HERE WHERE YOU CAN'T EASILY SEE THEM.**

look around. Chests, barrels, and the occasional pile of gold or magical item may be lurking there. Just because an area looks clear doesn't mean you shouldn't investigate it. Many a good sword or ring has been found lying around just beyond where you could otherwise see it. Explore completely.







# THE MINOR QUESTS OF *DÍABLO*

There are 16 quests in *Diablo*. In each game, you will encounter most of them, but not all. In every single-player game, you will go through the Chamber of Bone, the Archbishop Lazarus, and the quest to kill Diablo. In addition to these three quests, you'll also tackle eight other quests. Not all of them are important, but many will allow you to equip yourself with powerful, unique, or otherwise magical items.

The quests have been divided into major and minor quests. The minor quests described in this chapter are generally easier to complete and take less time. Additionally, with only a couple of exceptions, these quests will reward you with basic magical items. The major quests described in the following chapter usually take longer to complete, and will often outfit you for your final confrontation with Diablo himself.

## THE POISONED WATER SUPPLY

You'll get this quest from Pepin near the start of the game if the water in the fountain at the center of town (where Cain stands) is yellow and brackish instead of blue. The first time you talk to Pepin he'll

tell you that the town's water supply has been poisoned, and ask you to fix the problem. It's a difficult situation, since without water, the townspeople will quickly die of thirst. Already, a number of people have become sick from drinking the stagnant water in the polluted wells. While Ogden's tavern has a supply of water and other potables in the cellar, these reserves are running low. Pepin will mention the rumor of a passage that leads to the source of the town's wells. If you can clear the wells of whatever is fouling it, the people will be saved.

It's a good idea to get a little information from some of the other townspeople. Adria's belief is that the problem is caused by the demons of the labyrinth, and that it is possible that even the creatures doing the polluting aren't aware of their actions. Griswold will tell you that he tried to clear a well, but was unsuccessful. It seems the water is getting clogged at its source. The other characters don't have much useful information, although Farnham's answer is particularly funny when asked about the problem.

You'll find the entrance to the source of the problems on the second labyrinth level. In an open area on the level, there will be a small "island," a section of wall with a knocked out portion on one side. Moving near the opening will give you the message "To a Dark Passage." This passage leads to the



source of the wells. Before you enter the passage, make sure you are well stocked with potions of mana and healing. While the bulk of the enemies in the passage are weak, there are several that can shorten your life expectancy drastically. Have your Healing spell ready to cast as well. You may want to purchase a few attack scrolls from Adria—Lightning, Fireball, and the like—although this isn't necessary and can get expensive.

Now head in. The passage will be filled with a variety of Fallen Ones, usually Carvers of some sort and often Devil Kin as well. This passage has a couple branches you'll need to explore. Head to the left first, clearing out everything you see. The Fallen Ones shouldn't trouble you too much, but the Goat Men in this area will be a bigger problem. The Goat Men (generally Flesh Clan) are tougher than anything else you have faced, and the battles against them will be difficult, to say the least. The ones with maces will attack aggressively and relentlessly. If you have any offensive scrolls, use them. Flesh Clan Goat Men are the weakest variety and can be killed quickly with a decent spell.

Now head back toward the entrance and turn left. You'll see another branch leading to the right. Take it, and be careful. There are two Flesh Clan Goat Men here, but if you move carefully, you'll only have to deal with them one at a time. Hit the Carvers and Devil Kin when they get too close, but keep most of your attention on the Goat Men.

Once the right corridor is cleared of creatures, head down the central path to a wide cavern. The Fallen Ones should not cause too many problems, but you'll have to deal with a few additional Flesh Clan. Try to lead the Fallen Ones out and take them down before you deal with the Goat Men.

In the area where the tunnel opens, you'll spot a yellowish and nasty-looking river. This is the source of the trouble.

To clear up the trouble, kill all of the creatures in the area. One Devil Kin running around by the



FIGURE 9-1

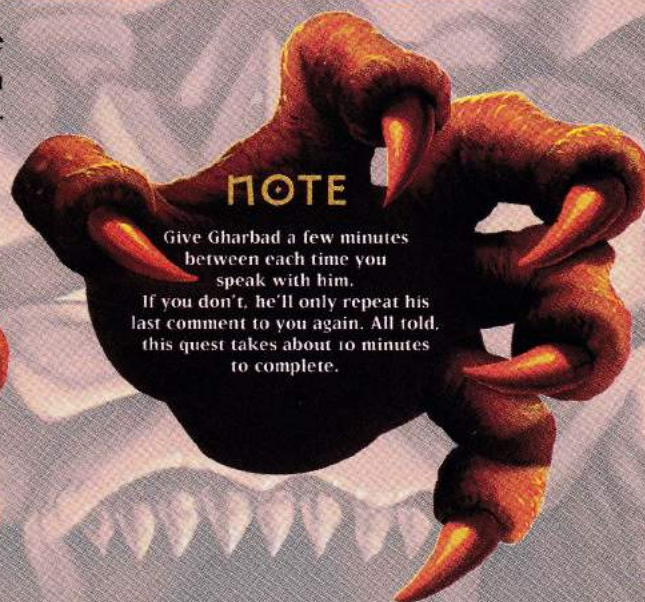
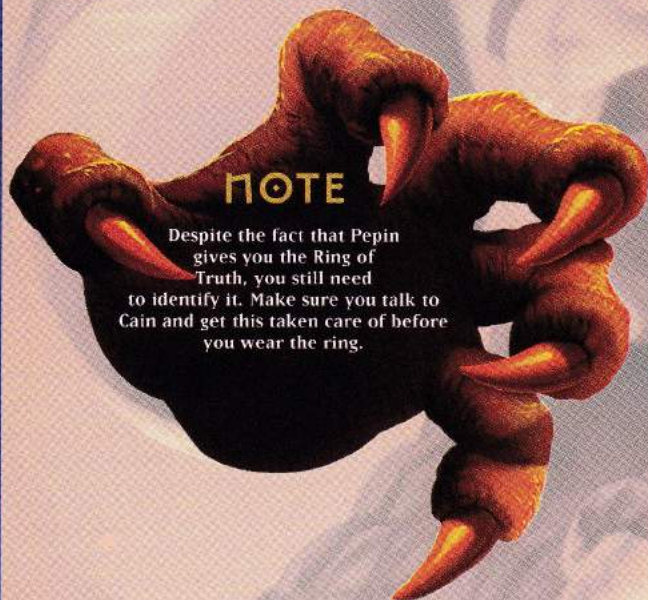
**THE WELLS ARE BEING POISONED BY THE PRESENCE OF THE CREATURES NEAR ITS SOURCE. SLAYING ALL OF THEM IS THE ONLY WAY TO UNCLOG THE WELLS.**

entrance will prevent the water supply from clearing up. As already mentioned, the Goat Men will be the hardest challenge. While the mace-wielding creatures are a more immediate threat, don't forget about the bow-firing Goat Man standing on the far side of the river when you enter the large cavern. Deal with him quickly or suffer his arrows while you hack through the lesser opponents. Once the last creature in the area expires, the water will turn to its natural blue and a trumpet will sound as an indicator that you have completed the quest. Leave the dark passage and return to the labyrinth.

When you next return to Tristram, make sure you talk with Pepin. He'll be overjoyed that the water supply is clear, but will be shocked at the news you tell him—that the simple presence of the demons is what destroyed the supply. To assist you on your quest, Pepin gives you the Ring of Truth. This is a very useful item, especially for characters on the top few floors of the labyrinth. The Ring of



Truth grants you 10 extra hit points; reduces the damage from enemy attacks by one; and gives you 10% resistance to fire, lightning, and magic. Wear it—you've earned it.



## GHARBAD THE WEAK

Finding Gharbad the Weak on the fourth level of the labyrinth should make you smile. Without question, this is one of the most entertaining quests in the game. The only downside to this quest is that it takes a long time to get through. You need to talk to Gharbad four times.

When you first see him, this weak and frightened Goat Man will do nothing but cower and beg you not to kill him. You can't anyway, so walk away from him and continue exploring the level. A few minutes later, go back and speak to Gharbad again. He'll still be frightened of you, obviously a Goat Man who doesn't take after his brothers. This time, he's so afraid of you that he tosses you a random magical item and promises you another one if you are only patient with him. Generally, the item he gives you is a low-powered weapon.

In your third conversation with Gharbad, this cowardly Goat Man promises that he is making a powerful item for you. Your fourth conversation with Gharbad is where the quest really pays off. Gharbad is finished with his powerful magical item, but has decided that it's too good to give to you, and he attacks.



FIGURE 9-2

POOR GHARBAD IS FRIGHTENED OF NEARLY EVERYTHING, INCLUDING YOU.



The good news is that there is a reason Gharbad is called "the Weak." At best, he's a mid-level boss. A couple of potions of healing and you should have little trouble with him. He'll drop a relatively powerful weapon, something that might be useful for you.

As a final note, none of the townspeople know anything about Gharbad, and none of them will comment on him.

### OGDEN'S SIGN

Around the time you reach the fourth level of the labyrinth, Ogden might offer this quest to you. If you speak with him, he will tell you a strange tale. A group of Fallen Ones came out of the labyrinth and stole the sign to his inn, dragging it back with them beneath the Cathedral. He offers no explanation for why they might have done this, and seems genuinely puzzled more than concerned. It's possible that you will discover this quest without talking to Ogden (in fact, it is possible to solve this quest without speaking to him). If you find—but can't get to—the stairs to level five, this quest is the reason.

Cain has the most information about why the Fallen Ones might have stolen Ogden's sign. You will also get a little insight from Adria. Farnham and Wirt are worth talking to, but only for a quick laugh. Armed with this knowledge, head back into the labyrinth.

When this quest is active, the stairs down to level five are walled off. Guarding the area is a Dark One boss, Snotspill. Speaking to this boss will also charge you with the quest of finding the sign, and you can't get the sign until you talk to this boss.

The area where the stairs and the Dark One boss are located contains two additional rooms on the far side. The boss you speak with tells you about the "big uglies" who stole the "magic banner" from them. Go around the corner, and you will be faced with a gang of five Overlords. This fight is the easiest for



FIGURE 9-3

**REGARDLESS OF HOW YOU END THIS QUEST, THIS MASSIVE HORDE OF DARK ONES WILL ATTACK YOU AS YOU TRY TO REACH THE STAIRS TO LEVEL FIVE.**

the Warrior, but you shouldn't have too much trouble either as a Rogue or Sorcerer. Battle your way past the Overlords and get to the chest in the back room. You can't open this chest until you speak with the Dark One boss.

Inside the chest, of course, is Ogden's sign. You now have two choices on how to end this quest. You can take the sign back to Ogden if you wish, or you can hand it over to the Dark Ones.

If you decide to take the sign back to Ogden, he will seem surprised that you even bothered. He'll be pleased that he doesn't have to pay for a new sign (money is tight for the innkeeper of Tristram), and will reward you with the Harlequin's Crest, a cap of dubious quality that will get you a little money from Griswold. When you return to the labyrinth, the Dark Ones and their boss will attack.

The other option is to hand the sign over to the Dark Ones. They'll be more than happy to get it—but once they do, they'll attack anyway. It's really



up to you. If you don't feel like going back to town, don't. Either way, you're going to have to kill the Dark Ones in the area. It's worthwhile to get the Harlequin Crest and give the sign back to Ogden, if for no other reason than to give him the satisfaction of having the sign back from the Dark Ones. In any event, the massive onslaught of Dark Ones will open the path to the stairs.

## THE MAGIC ROCK

When you are wandering around on the fourth level, a conversation with Griswold may initiate this quest. Of all the quests you complete on your way down to Diablo, none are as simple as the Magic Rock quest. The item you are looking for will be sitting on a pedestal, literally waiting for you.

Griswold will tell you of the "sky rock" that came plummeting down to earth. It was being transported

on a caravan headed to the east, but the caravan was waylaid, and the rock was lost. It's possible that the "sky rock" is currently in the labyrinth. Griswold tells you that if you can bring it to him, he should be able to make a powerful magical item for you from the pieces. Take a few moments and talk to Cain, Adria, and Wirt before going back into the labyrinth.

The Magic Rock is on the fifth level of the labyrinth. All you need to do is kill any monsters that might be guarding it. It may be sitting right next to the stairs with nothing around. When you find it, put it in your inventory and take it back to Griswold.

Griswold will be overjoyed with your discovery. He'll take the rock into his forge and return with the Empyrean Band. This is a great ring—take it over to Cain and have him identify it for you. It will be better than most of the rings you have found up to this point in the game, so hang on to it.

## THE CHAMBER OF BONE

The Chamber of Bone is only a minor quest because completing it doesn't pertain directly to saving the townspeople or doing anything that directly affects the power of Diablo. Still, it's a great quest if only because of the tremendous amount of wealth and magical items you'll haul away from the labyrinth. There will be plenty of combat, but the majority of the creatures you face will be easily slain.

The entrance to the Chamber of Bone rests on the sixth level of the labyrinth, the second level of the Catacombs. On this level, generally near the stairs from level five, you'll find a large book on a pedestal. Reading this Mythical Book will reveal the quest to you. It speaks vaguely of a Chamber of Bone, where travelers who seek to steal its treasure will be forever cursed to remain inside.

Go back to town and ask around about the Chamber. Adria will offer a stern warning. Cain



FIGURE 9-4

ONE OF THE EASIEST QUESTS TO COMPLETE, THE GOAL OF THE MAGIC ROCK QUEST IS JUST SITTING ON A PEDESTAL ON THE FIRST LEVEL OF THE CATACOMBS, WAITING FOR YOU TO COME BY AND TAKE IT.



## NOTE

It's possible that you will find the stairs to the Chamber of Bone before you read the Mythical Book. If you locate a staircase completely surrounded by walls, note the location. When you find and read the Mythical Book, the walls will drop, opening the path to the staircase.

will tell you the legend about intruders who were raised from the dead to guard the hoard they tried to steal. Armed with this knowledge, and plenty of potions of healing and mana, return to the labyrinth and take the stairs to the Chamber of Bone. Before you go back, empty as much space as you can in your inventory.

You arrive in the Chamber of Bone in a secluded area. Walk out, and you will be attacked by a few Horror Captains and some Unseen. These shouldn't prove too difficult for you to defeat. Continue along to the west, down the short hall until it widens. There will be a door in front of you and corridors to the left and right, both heading west. Take the left corridor first.

Be wary of the burning pyres in the corridor, and stay alert for the charging Horned Demons and the few Unseen that lurk here. Slay everything in the area and flip the bone lever at the end of the hall. Now return to the open area and take the right corridor.

The lever you flipped on the other side has opened a portal in this corridor. Now you will be

attacked by additional Unseen as you wander down this hall. Again, kill the Horned Demons and Unseen and flip the lever at the end. This opens another portal along the north wall.

Explore these two just-opened rooms. The westernmost one contains a few Unseen and a chest filled with magical weapons. Take everything, then head to the next room. This one contains more Horror Captains. Smash them and open the chest in this room as well. Again, you'll find magical weaponry and armor.

Check your inventory. With six or more new items, there's a good chance your inventory is full. Use a Town Portal and take these items back to Tristram. Stock up on mana potions now—you'll want several for the battle ahead. Return to the Chamber of Bone when you are ready. It's time to tackle the central door.

Back in the Chamber, ready your Fire Wall spell. If you don't have Fire Wall, prepare Holy Bolt in-



FIGURE 9-5

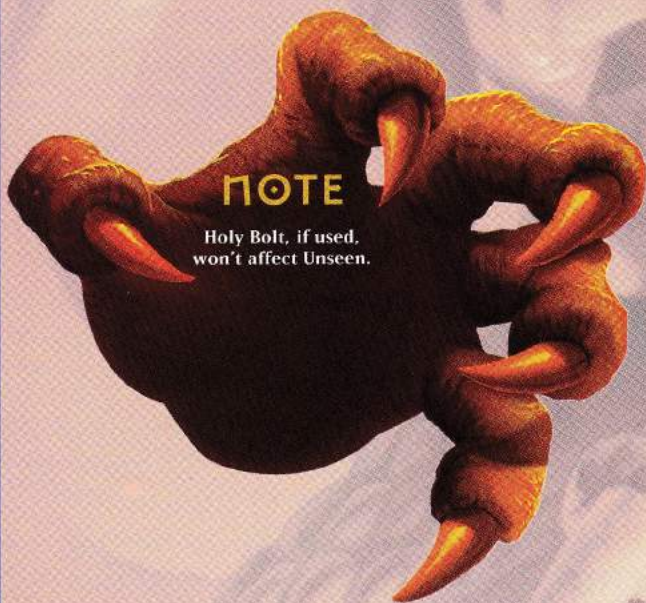
**THE CHAMBER OF BONE WILL GRANT YOU THE ABILITY TO CAST THE GUARDIAN SPELL, AND WILL ALSO NET YOU AT LEAST HALF A DOZEN MAGICAL ITEMS.**



stead. Go to the door and open it. Start casting spells and hacking away with your weapon. The room in front of you is literally packed with Horror Captains and Unseen. Fortunately, these monsters aren't immune to the Fire Wall spell.

### NOTE

Holy Bolt, if used, won't affect Unseen.



Once the Fire Wall spells die down, enter the chamber and walk to the back. Collect the massive amounts of gold and any magical items as well. Beyond the next doorway, the room opens into a wide area containing a couple more Unseen and a handful of Horned Demons, all ready to charge. Take everything out, then go to the Ancient Tome in the center of the room. Reading it will grant you the ability to cast the Guardian spell. When you cast the spell, be prepared to expend a little mana. If you already have the Guardian spell, you'll receive another level of it, just as if you had read a book of Guardian.

A spell might seem like paltry treasure, but you're also likely to leave the Chamber of Bone with a half dozen or more magical items, possibly a book or two, a fistful of gold, and often enough experience to raise you another level. In short, it's a good haul, so don't miss this opportunity.

## THE HALLS OF THE BLIND

Like the Chamber of Bone quest, this quest starts with your discovery of a book in the labyrinth. On the seventh level, you will find the Book of the Blind. Reading the book begins this quest, which will result in a lot of kills and experience for you, as well as handy new magical items for your inventory. This quest can be solved quickly and without any input from the townspeople, although a few of them do have some insights for you.

The Book of the Blind contains an interesting and cryptic poem. Once you have read it, you can begin your search for the Halls of the Blind. As with the Chamber of Bone, you may find the location of the Halls of the Blind before you find the book. They appear as two perfectly square rooms joined at the corner in the middle of a large open room. If you find these rooms before you read the Book of the Blind, there will be no entrance into these rooms. Once you read the Book, two portals appear, in the southeast and northwest corners.

If you wish, you can get some information on this quest from Adria, Cain, and Pepin. Inside the Halls of the Blind, you will be facing Illusion Weavers, so get your lightning-based spells ready.

Once you're prepared to take on the quest, locate the Halls of the Blind, which also lie on the seventh level of the labyrinth. It's a good idea to have a few health and mana potions ready, just in case. Illusion Weavers are a little tougher than the other Unseen you've faced, and you might want to be ready to cast a spell on short notice.

Inside the two large, square rooms are two additional, smaller square rooms. This entire area is packed with Illusion Weavers. There are between 16 and 20 of them total, and you'll be fighting almost constantly. Fully explore the area, in particular the northwest inner room. This small area contains the Optic Amulet. This useful item increases your





FIGURE 9-6

**THE HALLS OF THE BLIND ARE FILLED WITH ILLUSION WEAVERS, THE TOUGHEST OF THE HIDDEN CLASS OF MONSTERS.**

light radius in the labyrinth, adds five points to your magic score, reduces damage from enemies by one, and offers 20% resistance to lightning. There are better amulets that can be found, but this one will do a good job for you.

## ZHAR THE MAD

Zhar the Mad is an interesting character roaming around in the bowels of the Catacombs. If he appears, it's most likely he'll be stationed on the eighth level, the bottom Catacomb level. Zhar looks like a blood-red Counselor-class monster. He will always appear in a library room filled with scrolls and books.

A real benefit to encountering Zhar is that there will be no other creatures in the area. Walk into the room and close the door behind you. Walk around the room, grabbing all of the books and scrolls off the stands, but avoid the bookcase at the back of the room. When you've taken everything

you want, approach Zhar. While you walk around the room, Zhar will watch you, but will take no action.

Speaking with Zhar will get an interesting response. He'll tell you not to bother him, and to keep you away, he'll give you a random book. This is a nice prize just for leaving someone alone. If you wish, you can take the book and go, leaving Zhar to his insane meditations.

However, if you want to try your hand at killing Zhar and getting another book for your troubles, go to the bookcase and click on it. Doing so will alert Zhar, and he'll attack. Like all Counselor-class creatures, he attacks with spells, and will teleport out of the way when you approach. This is the main reason you closed the door behind you—it stops Zhar from Phasing into the hallway outside his room.

The best tactic against Zhar is to use Stone Curse on him. This spell will freeze him in place for a few



FIGURE 9-7

**IF YOU DON'T FEEL LIKE FIGHTING ZHAR THE MAD, OR AREN'T EQUIPPED WITH THE STONE CURSE SPELL, YOU CAN STILL GET A FREE BOOK AS WELL AS SCROLLS FROM EVERYWHERE BUT THE BOOKCASE WITHOUT HIM ATTACKING YOU.**



seconds, and will allow you to approach and get in a few shots. Zhar dies quickly with a few good hits. He's a little tougher than an Advocate, but since he's the only monster in the area, he is pretty easy to get rid of. He's much harder without Stone Curse. If you don't have a scroll of this spell or the ability to cast it, you are better off leaving Zhar alone unless you can take a lot of damage and hit from a distance.

In addition to the extra book you get, Zhar will also drop a random magical item when you slay him. Don't bother going back to town while this quest is active. None of the townspeople have heard of Zhar, and none of them will comment on him. Zhar the Mad is less of a quest than it is a planned, unique encounter.

## THE WARLORD OF BLOOD

You learn of the Warlord of Blood by reading the Steel Tome on the topmost level of Hell, the 13th level in the labyrinth. This Tome will tell you that this massive Warlord seeks only blood, and that his thirst is unquenchable. If you are encountering Steel Lords on this level of the labyrinth, it's a good bet that you'll find the Warlord of Blood.

The Warlord guards the stairs down to the next level, and you won't be able to enter this area until you have read the Steel Tome. Cain and Griswold will offer some information on him and can be useful to talk to. The Warlord's lair will always be a small room located in the middle of a larger area. The entrance to the room will always face the east, so be careful anytime you spot a room that matches this description during your exploration of the level.

Before you attack the Warlord of Blood, go to Tristram and unload your inventory. While the Warlord himself is a difficult character to defeat, and his many Steel Lord guards make it only more

difficult, the rewards are great. Lying around the stairs down to the 14th level are four weapon racks and two armor stands. Each holds a magical item, so in addition to the one the Warlord drops, you'll get half a dozen magical items, most of them very powerful. Stock up on potions of healing before you return to the labyrinth—you'll need them.

When you find the Warlord's lair, try to coax some of the Steel Lords out to attack you without alerting the Warlord himself. Usually you can draw out two or three of the eight Steel Lords that surround the Warlord.

Once you've taken care of a few of the guards, switch your readied spell over to Stone Curse. Very carefully alert the Warlord of Blood, being especially careful not to lure out any additional Steel Lord guards. Let him march out—back up so that he has to leave his area to chase you. When he gets near, hit him with the spell, then hack away. Chances are good that you'll be able to take him down before the spell wears off.



FIGURE 9-8

**THE WARLORD OF BLOOD GUARDS THE ENTRANCE TO LEVEL 14. HE IS BRUTALLY TOUGH, BUT KILLING HIM WILL NET YOU AT LEAST TWO SUITS OF ARMOR AND FOUR WEAPONS.**



## THE MINOR QUESTS OF *DIABLO*

Once he is dead, move toward the stairs and take on the other Steel Lords. With the Warlord gone, this shouldn't be too much of a problem. Click on the armor and weapon racks in the area to collect the goods. Generally speaking, the armor and weapons you find here are of excellent quality.

### TIP

If you are having trouble with this quest, or can't seem to kill the Warlord of Blood when he is under the effects of the Stone Curse, don't. Lure him out and use the spell on him, then run for the stairs. He won't be able to react in time to stop you, and by the time the other Steel Lords see you, you should already be on your way to level 14.





# THE MAJOR QUESTS OF *DÍABLO*

## THE BUTCHER

One of the major demons plaguing Tristram is the Butcher. This brutal, sadistic Overlord resides on the second level of the labyrinth. His lair is a slaughterhouse of blood and dismembered human bodies, all carved up by his huge, wicked cleaver. With him gone, the town will still be troubled, but the people will rest a little easier. It was the Butcher who led the slaughter against the townsfolk when they followed Lazarus into the labyrinth. The Butcher is partially responsible for Farnham's drunkenness and Wirt's missing leg.

You receive this quest the first time you enter the labyrinth. The dying townsman lying next to the entrance to the Cathedral levels weakly waves you over. He tells you the story of what happened as only someone who experienced it can—Lazarus led the townspeople into a trap, and their numbers were decimated by the Butcher and his minions. With his dying breath, the townsman begs you to slay the Butcher.

It's a good idea to ask everyone about this monster. Farnham, Griswold, and Wirt have all seen the creature, and Pepin cured the few surviving townspeople when they emerged from the labyrinth. Cain

and Adria, with their magical abilities and knowledge, also have information about this creature. While both Ogden and Gillian don't know too much about the Butcher, they will lend a little more credence to what you have been told. What everyone tells you is that the Butcher is incredibly dangerous.



FIGURE 10-1

**THE BUTCHER'S HIDEOUS LAIR IS UNMISTAKABLE. DON'T OPEN THAT DOOR UNTIL YOU ARE GOOD AND READY FOR A FIGHT.**



## THE MAJOR QUESTS OF *Diablo*

He lives on the second level of the labyrinth. It's hard to miss his room. It's located in the center of a large, open area, and the inside of the room, which you'll be able to see even before you open the door, is covered in blood and bodies.

Your first order of business when you find the Butcher's lair is to clear out as much of the entire level as you can. You'll be doing a lot of running away from this evil creature, so it's a good idea to get rid of as many of the other monsters on the level as you can. If possible, kill everything else on the level. The additional experience may take you up an extra level or two, and you'll need all the help you can get. Also, by exploring the entire level, you have a better chance of finding and learning the spells that will be really helpful against the Butcher.

The best way to fight the Butcher is from a distance. What you want, ideally, are the spells Teleport and Fire Wall. These two spells should be all you really need to defeat him, but it's also a good idea to have a supply of potions of mana and healing, in case he gets too close to you.

Once you've cleared the level, look around. Find, if possible, an area with an unblocked door that leads into a room with grates that you can see through. You'll want to lead the Butcher to this area and attack from behind the grates. He won't be able to get in the room to attack you, and you'll be able to hit him at your leisure. The closer this spot is to the Butcher's lair, the better.

Once you find this safe area, close the door to it and return to the Butcher's lair. Open the door of his lair and start heading toward your safe area, with the Teleport spell ready to cast. When the Butcher sees you, he'll howl, "Ahhhhh...fresh meat!" and start after you. Let him follow.

You can't stop and think now. The Butcher is as fast as you are, so any dawdling will allow him to catch up to you quickly. When you spot your safe area, cast Teleport and jump behind it. The Butcher



FIGURE 10-2

**THE BUTCHER IS TOUGH TO KILL FROM COMBAT RANGE. YOU'RE BETTER OFF HITTING FROM A DISTANCE OR WITH SPELLS IF YOU CAN.**

will now pace in front of the grate, trying desperately to reach you. Switch to your Fire Wall spell and cast it, covering the area outside the door. The Butcher is vulnerable to this spell, and it should take him down quickly.

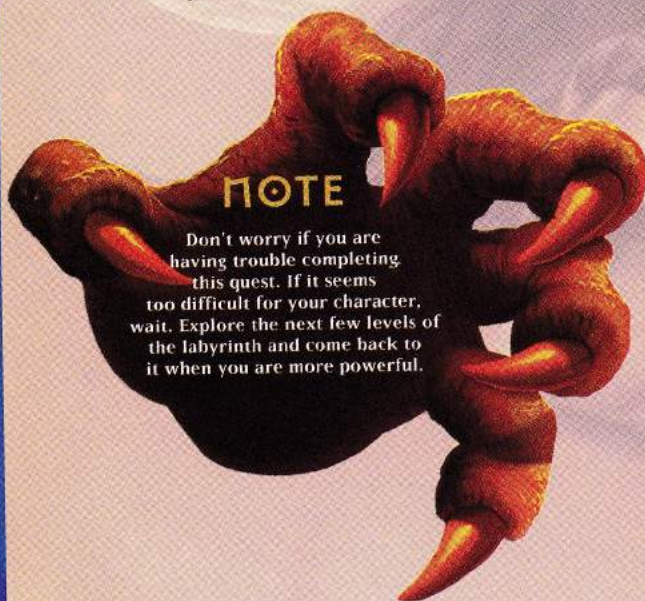
### TIP

If you are armed with a bow, you need only the Teleport spell to make this strategy work. From behind the grate, you can launch arrows at the Butcher until he drops. This takes longer, but requires much less mana.



This is a difficult quest, and unless you are a higher level character (which you won't be if this is the first labyrinth you are exploring), you don't want to go toe to toe with the Butcher. He hits frequently and causes incredible damage, often slicing through a lightly armored character in just a couple of swings. In combat, he is more than your match, but when he can't attack you, there's little to fear.

When killed, the Butcher drops his cleaver. The Butcher's Cleaver is a wicked weapon, capable of tremendous damage in combat. However, it is slow to use (the Butcher is faster with it due to his incredible strength) and requires both hands. The additional 10 strength points are nice, but the item's low durability makes for frequent repairs.



### NOTE

Don't worry if you are having trouble completing this quest. If it seems too difficult for your character, wait. Explore the next few levels of the labyrinth and come back to it when you are more powerful.

## THE CURSE OF KING LEORIC

A distraught Ogden will offer this quest to you after you have returned from the labyrinth. He will tell you of the horrifying circumstances surrounding the death of the formerly benevolent King Leoric, and that it is rumored that Leoric has returned from the dead. He charges you with putting the king to his

final rest and breaking the curse. Adria, Cain, Griswold, and Pepin are all worth talking to when you receive this quest from Ogden.

As the Skeleton King, Leoric commands a huge legion of assorted Skeletons. The entrance to Leoric's tomb lies on the third level of the labyrinth. This entrance sits in the center of a large area, with the door leading to the west. When you are sufficiently prepared with healing and mana potions, head in. It's good to have either the Holy Bolt spell at high levels or a staff of the same. Leoric is a powerful monster, but this spell works incredibly well on him.

Upon entering the tomb, Leoric himself will comment that you will soon join him in death. Coming to get you will be a couple of Skeletons, often Burning Dead. Hack through them and start moving to the west, the only direction you can go. As this area opens up, you'll have the choice of heading to the right, left, or straight ahead. Go forward.

You'll be stopped eventually by a barricade of grates with a number of Skeletons, some with bows. Use either your bow (if playing a Rogue) or the Holy Bolt spell. Once this area is clear, go to the right and through the door.

Beyond the door will be a few more Skeletons. Go in and fight them, and when they are smashed, flip the switch on the floor in front of the sarcophagus. This will open another room with a couple more Skeletons. Defeat the Skeletons, and then check out the chest in here for a few magical items.

With the right side clear, head over to the door on the left. The situation here is pretty much the same. Flipping the lever in front of this sarcophagus will drop the grates in the central area. Now go back to the central area and head west again. By dropping these grates, you have access to the tomb itself.

Inside the tomb, you will be faced with an incredible number of Skeletons of all types. Bow Skeletons will fire at you from the corners while Axe Skeletons and Skeleton Captains will charge. In





FIGURE 10-3

**LEORIC, THE SKELETON KING, WIELDS A MASSIVE SWORD AND A BAD ATTITUDE. HIT HIM WITH HOLY BOLTS, OR BE PREPARED TO BURN THROUGH A LOT OF POTIONS OF HEALING.**

the middle of this is Leoric himself, who wanders around his tomb, raising the Skeletons you kill from the dead. When he stops doing this, he will charge and attack with his massive sword.

## HOW TO KILL LEORIC

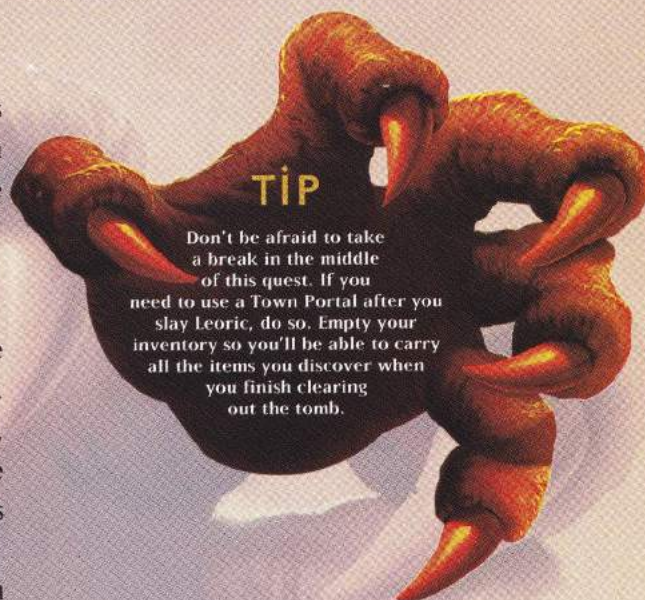
The key to taking out Leoric is to get him to chase you away from the crowd of Skeletons in his tomb. After you take out the normal Skeletons in the area, pull back. Eventually, Leoric will chase you. While he is deciding to follow, hit him with Holy Bolt. It's possible to kill him from a distance at this point.

Leoric is a terrible foe when he gets within melee range—partly because of the power of the mithril sword Griswold created for him, and partly because of the crown that accompanies the sword. This crown (the Undead Crown, which is your prize for slaying Leoric), restores hit points to the wearer. When Leoric hits you, he's not only damaging you, he's healing himself. Don't let him get close to you. Keep firing with Holy Bolt until he drops.

With Leoric completely dead, you can clear out the rest of the tomb. Go in and take out the Skeletons in the corners. In each corner, there is a Skeleton hanging on a crucifix. Destroy all four of these, and you will gain access to a side room with a few more Skeletons and a few additional magical items.

## THE UNDEAD CROWN

There are many reasons to finish this quest. The Undead Crown itself is one of them. Wearing this item allows you to regain hit points every time you strike an enemy in the labyrinth (you have to identify it first). Additionally, the other Skeletons and the chests in the area will contain several magical items, generally weapons and armor. Once you have completed this quest, talk to Ogden again to receive his thanks.



**TIP**  
Don't be afraid to take a break in the middle of this quest. If you need to use a Town Portal after you slay Leoric, do so. Empty your inventory so you'll be able to carry all the items you discover when you finish clearing out the tomb.

## ARKAINE'S VALOR

The quest for Arkaine's Valor is not long by any means, but it is important. It occurs on the fifth level of the labyrinth and, when completed, will give you a great suit of armor. Chances are excellent that this armor will be better than anything





FIGURE 10-4

**THE SIDE CHAMBERS IN THE VALOR QUEST CONTAIN THE BLOOD STONES YOU NEED TO COMPLETE THE QUEST AND HORNED DEMONS GUARDING THEM.**

you have found up to this point in the game, and since it has no requirements for use, it's great armor for either a Sorcerer or a Rogue.

The area containing this quest is on the first level of the Catacombs. It's a huge enclosed area inside a large, open room. At the south end of this central area is a pair of doors. Open these and you will be assaulted by a couple of Horned Demons. Slay them and enter the room. Read the book here to initiate this quest. The book will offer vague hints about the location of Arkaine's Valor, a legendary suit of armor. Proceed through the other doors here.

On the floor in the next room, you will find a Blood Stone on the floor, as well as a pillar in the center of the room. Place the stone on the pillar to open a portal on the west side of this central area. If you want to return to town to get additional information about the quest, this is the best time. Cain, Griswold, and Ogden all offer some good clues about the armor. However, you don't need to talk to anybody about this quest, and unless you need to stock up on potions of healing or

mana, or make inventory room for the armor, you shouldn't need to return to town.

Head over to the door that you just opened, and you'll be attacked by a few more Horned Demons. Inside this room you will find another Blood Stone. Put this stone back on the pillar where you placed the first Blood Stone. It shouldn't surprise you that placing the second stone opens a portal on the right side of this central area. Again, you encounter more Horned Demons and a third Blood Stone.

Place the third Blood Stone on the pedestal. Doing this opens up the north wall in this small room. Inside are—you guessed it—more Horned Demons and, at the back, is Arkaine's Valor. This is a great suit of armor for this stage in the game and will last you through the Catacombs, the Caves, and even the top few levels of Hell.

## THE BLACK MUSHROOM

The Black Mushroom quest is long and tedious, but the results are well worth it. By completing this



FIGURE 10-5

**THE FINAL CHAMBER CONTAINS A HUGE GROUP OF HORNED DEMONS. MAKE SURE YOUR SUPPLY OF POTIONS OF HEALING CAN HANDLE THE INEVITABLE DAMAGE FROM THEIR CHARGES.**



## THE MAJOR QUESTS OF *DIABLO*

quest, you'll gain the equivalent of two full levels of attribute gain, which should certainly whet your appetite. However, it involves frequent trips back to Tristram, and a lot of walking around in the town and the labyrinth.

On the first Caves level, the ninth in the labyrinth, you will find the Fungal Tome. This book is simply lying around on the ground somewhere on the level. It will never be carried by a creature or inside a chest or barrel. When you find it, put it in your inventory. The next time you return to Tristram, take it to Adria.

She'll be very interested in your find, and will charge you with the quest of bringing her a giant black mushroom from the Caves below. The mushroom patch is also on the ninth labyrinth level, usually not too far away from where you find the Fungal Tome. If you spot the mushroom patch before you find the book, note its location so you can return to it quickly.

Back in the labyrinth, find the mushroom patch (or return to it) and click on it. This will reveal a gigantic black mushroom, exactly what Adria wants. Put this in your inventory and continue exploring the labyrinth. Eventually, when you run out of potions or your inventory is full, you can head back to town. As with the Fungal Tome, take the giant mushroom to Adria.

She'll be very excited when you arrive, and will tell you that Pepin is working on a new elixir. To complete it, he needs the brain of a demon from the labyrinth. She asks you to bring her a sample of the elixir when Pepin completes it. Go over and talk with Pepin, who will confirm Adria's story. The elixir he is making will help those still injured from their time in the labyrinth. With this in mind, return to the labyrinth and start exploring again.

The first creature you kill after you talk with Pepin will drop its brain on the ground instead of gold or an item. Get this and keep it in your inventory. Again, explore the labyrinth until a lack



FIGURE 10-6

**THE MUSHROOM PATCH IS HARD TO MISS, BECAUSE IT LOOKS COMPLETELY DIFFERENT FROM EVERYTHING ELSE IN THE LABYRINTH.**

of potions or a full inventory causes you to return to Tristram. This time, go to Pepin and give him the brain.

Pepin will be quite pleased with the brain. He'll tell you that he was able to finish the elixir he was

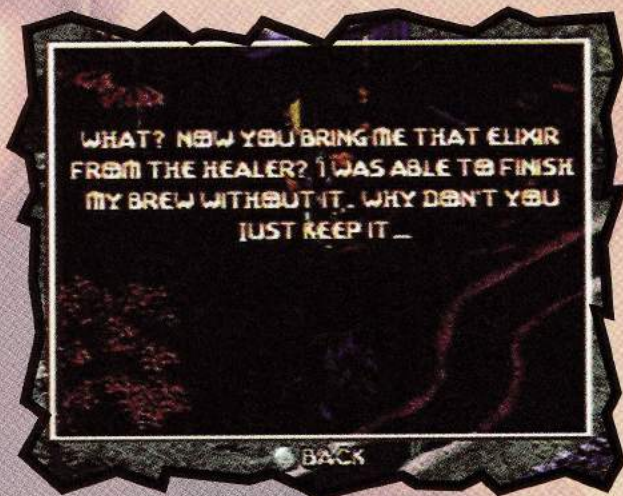


FIGURE 10-7

**ADRIA DOESN'T SEEM TOO HAPPY WITH THE PACE AT WHICH YOU COMPLETE THIS LONG AND COMPLICATED QUEST. DON'T WORRY ABOUT IT—THE RESULTS SHOULD MAKE YOU HAPPY ENOUGH.**



working on without it, but that the brain will be useful for further study. In exchange for the brain, he gives you the Spectral Elixir and asks you to take it to Adria.

Adria will now be less than pleased with you. She will complain that she finished what she was working on without the elixir since you were so slow in getting it to her. Rather than giving you a reward, she'll tell you simply to keep the elixir for yourself.

### NOTE

Even if you do this quest as quickly as possible, returning to Tristram immediately after finding each of the items, Adria will say this to you. Don't worry, it's supposed to happen that way.

Even though this sounds like a pretty big run-around with very little gain, this is not the case. Drink the elixir. It will add three points to each of your attributes, up to your character's maximum.

### TIP

Don't go out of your way to finish this quest early. Go back to town with each item when you need to go anyway. You'll be able to explore a lot of the labyrinth while you're collecting items, and you won't need to cast additional Town Portal spells.

In effect, you'll get as many as 12 points added to your character, a little more than gaining two full levels. This quest is a lot of work, but the results are well worth it.

## THE ANVIL OF FURY

Once you reach the Caves, Griswold may offer this quest to you. He'll greet you heartily and tell you the story of the Anvil of Fury. Alleged to be an item of great power, this Anvil allows a master smith (like Griswold) to create powerful magical items. Since you are already in town, talk to a few other townspeople about this item. Adria and Cain will offer some insights on it, while Wirt will try to dissuade you from finding it, since he believes it might cut in on his business.

The Anvil is located on the second level of the Caves, the tenth in the labyrinth. Like the Magic Rock, the Anvil of Fury is sitting out in the open. Unfortunately, it is also heavily guarded, much like Arkaine's Valor. The guards surrounding this object will give you plenty of problems, especially if you are playing a Warrior.

Generally, the Anvil sits on a small island surrounded by magma. You can usually get onto the island from the east, but you won't find the path simple. Surrounding the Anvil will be several powerful monsters, usually Obsidian Lords and bow-wielding Night Clan. This is much deeper than Goat Men are normally found in the labyrinth, so if you start drawing bow fire, you are close to the Anvil.

Fortunately, there are a couple of ways to grab the Anvil of Fury and make a quick exit. It's possible, for instance, to use the Teleport spell to put yourself close enough to grab it and then, once you have it, to Teleport away. You can also battle your way close enough and use Telekinesis to stick it into your inventory. Regardless of how you make





FIGURE 10-8

**THE ANVIL OF FURY IS HEAVILY GUARDED, BUT TELEPORT OR TELEKINESIS CAN MAKE SNATCHING IT MUCH EASIER.**

your way to the object, once you have it, you should take it to Griswold immediately.

With the Anvil of Fury in his possession, Griswold will turn the sword into Griswold's Edge. This is likely to be the best weapon you have found in the labyrinth up to this point in the game. It has only a couple of drawbacks and will possibly be your weapon of choice through the rest of the game.

## TIP

If you are playing a Rogue character, don't feel it necessary to complete this quest unless you want the money for the sword. If you are playing a Sorcerer and are using a sword and shield, complete this quest. As a Warrior, don't pass up this quest if it appears.

## LACHDANAN

Lachdanan appears in some games on the second level of Hell. He looks identical to a Black Knight, except that he doesn't attack. In fact, he doesn't even move toward you. If you talk to him, he will tell you of his sorry fate. Because he was the Captain of King Leoric's Knights, the curse that Leoric placed on his followers fell hardest on him. He is battling the evil that is trying to claim him, but feels his time is running short. He asks you to find a Golden Elixir for him to free his spirit. He promises a significant reward if you help him.

Go back to Tristram and ask around. Everyone but Wirt, Gillian, and Farnham will give you at least something to think about, and everyone but Ogden urges you to help Lachdanan in his plight.

The Golden Elixir sits on the next level. It will be sitting on the floor, often in the middle of a group of other creatures, and usually right around the pentagram that eventually leads to Diablo (if only



FIGURE 10-9

**WHILE LACHDANAN WAITS FOR YOU ON LEVEL 14, THE GOLDEN ELIXIR HE NEEDS RESTS ON THE LEVEL BELOW. RETURNING IT TO HIM GETS YOU ONE OF THE BEST HELMS IN *DIABLO*.**



Lachdanan had looked lower, he could have saved you the trouble). Once you spot the Elixir (in a golden bottle much like, but impossible to mistake for, a potion of rejuvenation), get it and take it back to Lachdanan.

Give the Elixir to Lachdanan, who will be overjoyed to receive it, since it will allow his soul to rest in peace without serving Diablo. In gratitude, Lachdanan will give you the Veil of Steel, perhaps the best helm available. While it will make it harder to see in the labyrinth, it affords incredible protection against magic, lightning, and fire, not to mention a great armor class. When Lachdanan dies, he'll also drop another magical item for you.

## ARCHBISHOP LAZARUS

While the preceding quests don't occur in every game of *Diablo*, the quest to kill Archbishop Lazarus does. You must destroy Lazarus to open the way to the last level—and the final confrontation with Diablo himself.



FIGURE 10-10

**YOU MUST TAKE THE STAFF OF LAZARUS BACK TO CAIN TO GAIN ACCESS TO THE UNHOLY ALTAR WHERE LAZARUS WAITS FOR YOU.**

You will initiate this quest for yourself on the 15th level of the labyrinth. As you explore this level, you will find an area with an ornate weapon rack surrounded by lights. Examining the rack reveals the Staff of Lazarus, a gold staff with a huge ruby set in the end and skulls mounted along the sides. Put this item in your inventory, then continue searching around the level. Before returning to town, find the open space with a huge black pentagram inscribed on the floor. Cast the Town Portal spell in this area.

Take the Staff of Lazarus to Cain. His speech is long and grim, and reveals much of what you need to know. Cain tells you his true heritage. As one of the last of the Horadrim, he knows the truth about Diablo and the evil plaguing Tristram. It is his opinion that Lazarus, for whatever reason, turned to evil and is now planning to sacrifice Prince Albrecht to his dark master. He charges you with saving the boy. Talk to a few of the other townspeople as well, notably Farnham, Griswold, and Wirt, before heading back to the labyrinth.

With Cain in possession of the Staff of Lazarus, a new portal opens in the labyrinth. It looks exactly like a Town Portal, but is red. It appears in the immediate vicinity of the huge pentagram. Make sure you have a good stock of potions of healing and mana. Take more mana than you think you need—you'll be using a lot of spells.

The Unholy Altar is a dangerous and tricky place. Once you arrive, get Fire Wall prepared as your ready spell, then walk forward and open the door. Slay the Hell Spawn beyond, then pick a direction. You can go right or left. After a few steps, you'll find an open area with a large square zone behind gratings. Behind the grates are three more Hell Spawn. Take out these creatures on one side using the Fire Wall spell (or a bow), then walk over and do the same on the other side.

These two corridors on the far east and west of the Unholy Altar end in double doors. At each, an-





FIGURE 10-11

**THE ARCHBISHOP LAZARUS WON'T BE FACING YOU ALONE. HIS POWERFUL MINIONS WILL ATTACK RELENTLESSLY AND FORCEFULLY. BE PREPARED TO CAST A LOT OF SPELLS AND HEAL A LOT OF DAMAGE.**

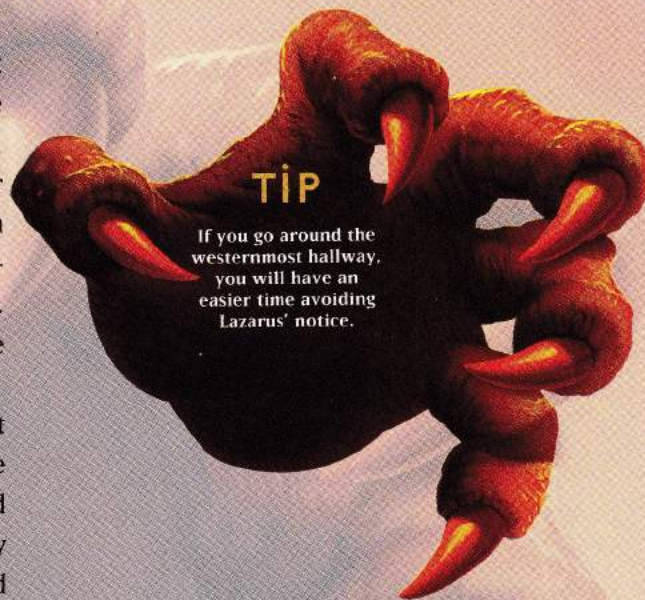
other pair of Hell Spawn wait for you. Slay them, then open the doors and go through.

Again, on each side there are two more Hell Spawn and two Advocates. Mow them all down. At this point, you should have killed 15 Hell Spawn (the one behind the first door, the six behind the grates, the four guarding the double doors, and the four beyond the double doors) and four Advocates. On each side of the Unholy Altar, there is a book resting in front of an odd circular pattern on the floor. Pick a side (you'll do both eventually), stand on the pattern, and read the book.

This teleports you behind one of the gratings that held the Hell Spawn at the start of the level. There will be four more Hell Spawn here in a newly opened room. Take them down with Fire Wall. When they are gone, go over to the other side of the Altar and repeat the process, destroying the four Hell Spawn on the other side. At this point, you've completed enough to encounter Lazarus. Return to where you entered the Unholy Altar, prepare your Teleport spell, and step on the center circular pattern.

You will hop over the wall to a new area, the southern part of the Unholy Altar. When you step on the teleporter, this area opens up. After the short video clip, you will see yourself in front of the Unholy Altar, while Lazarus tells you he has already killed the boy. Don't wait. As soon as he stops speaking (or while he is speaking), cast Teleport and put yourself back over the wall to where you originally entered the Unholy Altar.

You need to proceed carefully. In addition to Archbishop Lazarus himself, you also have to worry about Blackjade and Red Vex, two Succubi bosses, another handful of Hell Spawn, and a few more Advocates. Wander back to this newly opened area, switching your readied spell back to Fire Wall. Walk carefully, trying to draw creatures to you. If you can get them one at a time, take them down individually. Hit large groups with Fire Walls and back up to stay out of the path of their fire. Do not worry about Lazarus himself. You want to keep out of his sight and deal with him last.



## TIP

If you go around the westernmost hallway, you will have an easier time avoiding Lazarus' notice.

When the resistance dies down, switch your spell again, this time to Stone Curse. Gather your courage, make sure your hit points are at their maximum, then round the corner and head for



Lazarus himself. As soon as you see him, hit him with the Stone Curse spell, and start hacking. If he comes out of the spell, hit him with it again.

Eventually, he will drop. He'll give up an item (often a book), as will Red Vex and Blackjade, making this a decent haul. More importantly, with Lazarus dead, the portal to the final level and Diablo himself is now open. Return via the red portal back to level 15 of the labyrinth. The central section of the pentagram is now open, and you can descend to the final level of the game.

## DIABLO, THE DARK LORD

With Lazarus gone, the path is clear to the final confrontation with Diablo himself. Before you complete this quest, however, you'll want to return to Tristram. First, you need to talk to Cain, who will charge you with this final quest. Among the things he tells you is that the boy on the Unholy Altar was not Prince Albrecht. He tells you that you must

march against Diablo. None of the other townspeople have anything to say about Diablo. It's likely that none of them even know about him.

Stock up on potions. In fact, you should buy a dozen potions of full health and full mana each—by this time you should have more than enough gold to cover the 3,600 gold pieces this will cost you. Don't worry, you'll be using these, and you may eventually wish you had more.

Essentially, level 16 of the labyrinth is a huge puzzle. You will arrive in the middle of the level, and you must travel to the four corners to flip a series of switches and reveal Diablo himself. Along the way, you will confront an incredible number of enemies, usually the most powerful monsters around. Diablo is in the southeast corner, so head here first.

This area will contain a huge central square with no entrances. Diablo is inside with a host of guards. Walk completely around the square, taking out the enemies you find. There will be plenty of them. Return to the central section with the stairs and head for the northwest corner.

Move slowly into this area. It is filled with creatures, so get your Healing spell ready to cast. Work quickly, taking out anything you spot, then stopping to take on gangs of monsters at melee range when they start to congregate around you. This is a very difficult battle, so be patient and keep moving to avoid the streams of Fireballs. At the center of this area is a Skull Lever. Flip it, and it opens a portal leading to a spiraling corridor in the northeast corner.

Head to this corner now. You'll encounter less resistance in the northeast than you did in the northwest. The entrance to the center of this corner is found on the eastern side. Walk in, taking out the enemies as you move toward the center. In the middle is another Skull Lever, which opens the way to the southwest. Flip this. This is your nest area to attack.



FIGURE 10-12

**THE PORTAL DOWN TO DIABLO IS OFTEN HEAVILY GUARDED. MOVE QUICKLY IF YOU DON'T WANT TO FIGHT.**



## THE MAJOR QUESTS OF DIABLO

In the southwest, you will be faced with a tremendous battle. It's much like the northwest corner, only more difficult because of the many monsters. Move in cautiously, trying to isolate groups of monsters. Again, keep that Healing spell handy and be ready to use your potions of healing as the Advocates strip away your hit points with their Fireballs. Keep moving, slaughtering the monsters in the area and healing up when you need to until you eliminated all resistance. There are two Skull Levers here. Flip both to open the central area to the southeast and reveal Diablo.

### TIP

If you don't want to go through this whole level, head to the southwest immediately and walk around the outer area, killing off the Blood Knights and Advocates. When all of the resistance is gone, use Telekinesis to flip the two Skull Levers in this area. This will open the way to Diablo immediately.

Before heading to Diablo, return to town again. Stock up on healing and mana potions, and get anything you want to keep and put it in your inventory. When you kill Diablo, you'll have the chance to start a new game, but only the items on your person will be kept with you. If there are useful items lying around in Tristram, get them now, then head back down to the bottom level and prepare yourself for the final battle.

Healing should be the spell of choice here. Keep in mind that only the Holy Bolt spell works on

Diablo. When you're all set, start moving to the southeast corner, one step at a time.

Walk all the way to the outside wall, then move in two steps. Walk around the entire square two steps away from the wall. This will draw off the majority of the creatures guarding Diablo, and will make your final assault on the Dark Lord easier. Once you have drawn off these guards, move in and attract Diablo's attention. Back up quickly and head for the southwest corner. You want to draw off Diablo without bringing the Advocates in the area with him.

Once you've done this, head for the center. Diablo stands here, probably with a couple more Advocate guards. Diablo is gigantic, and he has several dangerous attacks. Once you have attracted him, back off and head for a corner.

Diablo attacks from range with a flame strike that can deal massive damage. Up close, he has a two-handed slap that not only whittles away hit



FIGURE 10-13

**THE DARK LORD DWARFS EVERYTHING ELSE IN THE LABYRINTH, AND HE'S IMMUNE TO MOST SPELLS. IT WILL TAKE EVERYTHING YOU'VE GOT TO BEST HIM, SO STOCK UP ON THE ITEMS YOU'LL NEED TO STAY HEALTHY.**



points, but also knocks you back a step, forcing you to move in again. Because of this, he is extremely hard to fight hand-to-hand, and since he has complete immunity to spells, you can't get him with magic, either. That's why you want to head for a corner. Teleport if you have to, but get him to follow you and wait for him to approach. His melee attack will still hurt you, but you won't be knocked out of range.

When Diablo approaches, hit for everything you are worth. If you can hit from range, start launching arrows as soon as you see Diablo, retreating every so often to get closer to a wall or corner. Keep your Healing spell ready to cast, and don't hesitate to use a potion of full healing when you need it.

With your dogged persistence, Diablo will eventually give up the ghost. In a spray of blood and demonic ichor, he will die spectacularly, taking all living creatures in the labyrinth with him. The end of the game is interesting and unique—and a bit of a shock.





# GAMEPLAY HINTS AND COMBAT STRATEGIES

Even if you know how to kill Diablo himself, it doesn't do you a lot of good if you get pulped by the first Skeleton Captain you see on the first level of the labyrinth. Nor does having all of the knowledge of the magical prefixes and suffixes if your inventory is so full that you can't pick up any new items you find. You need to take care of yourself inside and outside of the labyrinth if you're going to be successful.

The following hints, tips, and strategies are by no means exhaustive, but they come from many hours of playing *Diablo*. Some of them are common sense, some of them less so, but all of them will make your time spent in the labyrinth more productive and your time spent in town more profitable.

## Non-Combat Strategies

Most of *Diablo* is exploring the labyrinth and killing the monsters you find, but that's by no means all of the game. You'll need to spend some time in Tristram buying supplies and selling off what you find. You'll also need to get information from the townspeople for the quests and just in general. Even

in the labyrinth, you're going to have to play around with your inventory and make decisions that aren't related to combat. While taking the time to do this might not save your life directly, it may enable you to drag back an extra magical item that turns out to be a good one, or bring back enough money to buy a great piece of armor. And *that* can save your life.

## Managing Your Inventory

To properly manage your inventory, you need to understand how it works. You have a limited amount of space on your belt and in your pack. Even the most powerful Warrior, capable of tremendous feats of strength, can't carry more than the space he has available. Try to pick up something that won't fit in your pack, and you'll be told you need to make some space for it.

You have forty inventory spaces in your pack, and another eight along your belt. These belt spaces are reserved for small items that can be used immediately—scrolls, potions, and elixirs. Nothing else can go here. In fact, if you pick up a scroll that has a magic requirement too high for you to use, it will be put in your pack instead of your belt. If you've



got space in your belt and pick up a usable scroll, potion, or elixir, it will be put in the first available belt space instead of your backpack.

In your pack, as already mentioned, you have forty spaces: ten columns of four spaces each. Everything you pick up takes a certain amount of inventory space, the bigger the item, the more space it takes up. Gold, potions, scrolls, rings, amulets, and the like take up only a single inventory space. Books, helmets, and bucklers take up a two-by-two square. Most one-handed weapons—swords and clubs—take three spots, always a block of three vertically. All two-handed weapons—including axes, bows, and staves, two-handed and great swords, shields larger than a buckler, and suits of armor—take three vertical spaces by two horizontal spaces, or six spaces total. Books and unique items take up anywhere from four to six spaces. The only really odd-sized item is the dagger, which takes up two vertical spaces.

When you pick up an item, it's added to your inventory at the first available space, going from left to right, bottom to top. And, since you'll rarely pick up items in any sort of order, this means that after a few minutes in the labyrinth your inventory

will be in a sorry state. Lots of space that could be used will be wasted because a potion or pile of gold is blocking one spot where you could place a suit of armor. Every now and then, or at least every time you try to pick something up and are unable to, take a look at your inventory and rearrange it to give you the most space possible.

For starters, fill the bottom row of your inventory with items that only take up one space. Gold, potions, and scrolls should go here. When the bottom row is full and your belt is full, start filling up columns. Although these items will eat up space, you'll need them, and filling columns up will keep open the most space in your inventory for other items. When you use items from your belt, replace them with items from your inventory to keep this space open.



FIGURE 11-1

HERE'S AN EXAMPLE OF POOR INVENTORY MANAGEMENT. THERE'S PLENTY OF INVENTORY SPACE, BUT NO SPACE TO PUT LARGE ITEMS, LIKE ARMOR OR A LARGE WEAPON.

### TIP

If you aren't wearing rings and amulets and find some in the labyrinth, you can save yourself some inventory space by equipping these items even when they aren't identified.

Another important thing to remember is that an item dropped won't be picked up unless it's picked up by you. If you want, you can leave items lying around in the labyrinth in spots where you can pick them up later. Unfortunately, this also makes them difficult to find when you need them. You can get around this problem by leaving stashes of items, particularly potions and scrolls, near staircases. That way, should you need to backtrack to find useful items, you'll always know where you've left them.





**FIGURE 11-2**

**LEAVE YOUR GOODS IN TOWN. NOT ONLY WILL YOU BE ABLE TO GET THEM LATER, WHEN YOU CAN USE THEM OR WHEN YOU NEED THEM, BUT YOU'LL ALSO CLEAR UP VALUABLE SPACE IN YOUR INVENTORY.**

An even better plan is to leave items you might need later, or can't use yet, in Tristram. Pick a good spot. The center of town is good because of the proximity of Griswold and Pepin. Near Adria is another good spot. Drop books you can't read yet, weapons you don't have the strength for, armor that's nice and powerful but has higher requirements than your attributes—this way you can still have access to them if you think you might want them later.

Another item to leave in town is gold. It won't be a problem initially, since you'll be spending much of what you bring back on repair and buying potions, and the items you find won't bring too much from Griswold. But, eventually, you'll have large piles of cash. You can only fit 5,000 gold pieces in one inventory slot. That 5,001st piece of gold gets a new space, which limits how much you can carry otherwise. So, any time you have a stash of 5,000 gold in one inventory space, leave it in town. There's never a call for gold in the labyrinth, and there's a

big call for it in town. Those piles of gold that take up space can serve you just as well sitting in town.

And speaking of inventory, pick up as much as you can in the labyrinth. Even items you don't think you'll use should be dragged back to Tristram. These items can be sold to Griswold for a good profit most of the time. At the same time, smaller is better. When faced with a choice between bringing back a magic robe or a ring, take the ring. It takes up less space, and even really good magic robes don't bring in a ton of money. Unique items are a special case. Because of their negative qualities, many of them don't bring back a huge price. The Butcher's Cleaver that looks so nice nets less than 1,000 gold when you sell it.

Along the same lines, more powerful is better than less powerful. If you have to make a choice between two items, take the one that is normally more powerful. Leather armor brings in more money than a robe, and a breastplate brings more than leather armor. A short sword is generally worth less than a long or broad sword. Take back what you think you can sell for the highest price.

Don't be afraid to buy a good item from Griswold if you have the money. If you find better, realize that Griswold won't buy the item back from you for the same price you paid for the item. He and Adria both pay only 25 percent of their selling price of an item.



**CAUTION**  
Just because you sell an item to Griswold, you can't buy it back later. Once an item is sold, it's gone. Only sell back the items you're sure you don't need or won't want later.





FIGURE 11-3

**GRISWOLD HAS ITEMS THAT ARE OFTEN BETTER THAN THE ITEMS YOU FIND. IF YOU'VE GOT THE CASH, CONSIDER BUYING.**

Regardless of what character class you are playing, save some items that will increase your magic skill. Leave them in town if you aren't planning on wearing them. When you're back in town, equip these items and check out the books you have that you couldn't read before. The secret to learning spells at higher levels is that you only need your magic skill high enough to read the book, not to cast the spell. Hanging on to these items will help you learn those tough spells.

## ITEMS MANAGEMENT

All this information about your inventory is well and good, but it doesn't have anything to do with the inventory you are wearing. Having all of that inventory space you've carefully maintained isn't going to do you any good if you aren't able to survive. You need to keep aware of what you've got and what's available. Spending a little money here and there is all for the good.

First of all, realize that not all items are created equal. Items, particularly armor, helms, and shields, have ranges. When you have the option, and when you are still using non-magical items for the most

part, compare back and forth. There's a specific price for items—all sets of rags are always the same price, and a great helm is a great helm when it comes to the wallet. So, buy the best available for your money. There's no use in buying a tower shield that offers armor class of 16 when there's one available that offers an armor class of 20.

Also, especially when you are wandering the Cathedral levels, check out the mundane items you find. The leather armor you're wearing might not be as good as the leather armor that just popped out of a chest or out of the grasp of the Zombie you just splattered.

The same holds true for weapons. Just because you started walking around with a short bow or a short sword doesn't mean you have to keep it. You'll find other weapons in the labyrinth, and even some of those mundane ones that you might normally pass on. Check them out. If you've got the stats to use them, use them and drop the item you did have. Until you find a magical weapon that you'll use for awhile, use the best of the mundane weapons you find lying around.

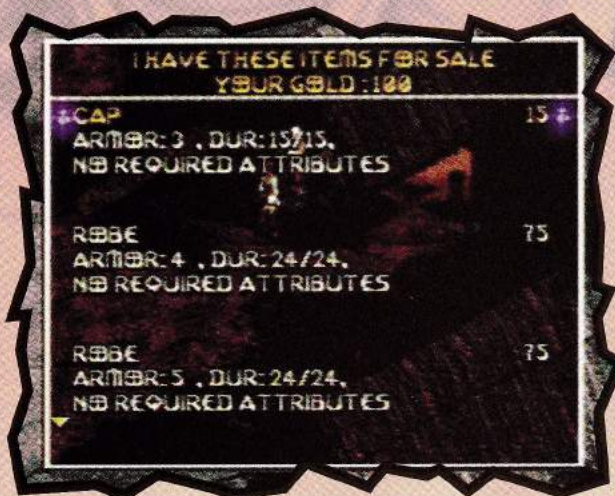


FIGURE 11-4

**THE ITEMS YOU FIND WILL OFTEN BE THE SAME PRICE BUT HAVE DIFFERENT WORTH NONETHELESS. TAKE THE BEST YOU FIND AND THE BEST YOU CAN AFFORD.**



## COMBAT STRATEGY

Here's the meat of the game. This is where you need to pay attention and show a little caution, or you'll wind up cooling on a slab in the Catacombs. If you wander around without a plan and without focus, you'll die quickly unless you are very lucky. There are several important strategies that can give you a better chance of surviving, and even thriving, amongst the hordes of nasties Diablo has set against you.

The basic reality of Diablo is this—you should be dogmeat, but you aren't. You should be because Diablo has everything that most military strategists go out of their way to get. He has numbers, tons of monsters itching for your blood. He has position, 16 levels of pain waiting for a sucker like you to come wandering through. His forces know the terrain, and you don't. They know where their ambushes are and you don't. In short, they know everything that you don't, and are prepared to use it against you.

It gets even worse. The creatures waiting for you are aggressive, equipped with powerful spells and more. Some of them are also smart, and will open doors to get to you or wander around walls to get behind you. They'll work to surround you and pin you down. All of these forces conspire to mean one thing: Diablo's forces ought to be scraping you off the labyrinth floor every time you walk down. But they don't. The reason they don't is that, as many advantages they have, you've got a few of your own.

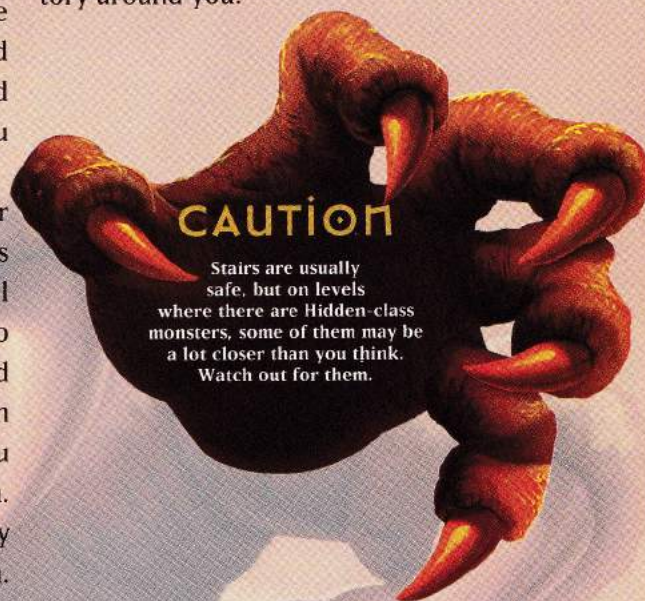
## DIVIDE AND CONQUER

One of your most important advantages is that you're stronger than the creatures in the labyrinth. While a huge group of Storm Demons might rip you apart in the Caves in just a few seconds, one-on-one they are no match for you. The lesson in this is that you need to try to limit the number of labyrinth dwellers that spot you at any one time.

This isn't always easy to do. As you descend in the labyrinth, each area becomes more and more

wide open, and more likely to contain massive ambushes of powerful creatures. Hell, in fact, is designed to provide as many advantages for the creatures who live there as possible, and provide no advantages to you. Still, there are ways to keep the enemy numbers down at any given time.

The easiest way to do this has already been mentioned, but it's worth repeating. Don't wander around haphazardly. Have a plan of action every time you descend to a new level. Pick a direction and follow it, clearing out pockets of resistance. This way, you'll always have a safe area to move back to if the enemies get too thick and heavy. Since the stair areas are almost always clear of creatures, start from here and slowly expand the safe territory around you.



"Slow" is the key word. The monsters, with all of their advantages, don't have the ability to act on their own. They only react to you when they spot you. There aren't gangs of Horror Captains roaming around the Catacombs that might happen upon you by chance. The monsters sit in specific locations of the labyrinth, waiting for you to come along and run into them so that they can come after you. If you start walking quickly through a level, hacking and slashing, you're going to get surrounded. And



unless you're playing as a high-level character in a new labyrinth, getting surrounded often means getting killed.

So, take it easy. Move cautiously, a few steps at a time. In large rooms there are often several ambushes set up for you and, if you move carefully, you can trigger them one at a time rather than all at once. And as always, when you need to retreat, do so backwards, to areas you have already cleared.

When you move into a new area, explore it fully. Not only does this help you find barrels and chests that may lurk in these corners, but you can also scour the area for creatures. There's nothing as disheartening as running from a powerful ambush to a safe area, only to find a few extra monsters walking around where you thought you'd be okay.

One of the best ways to limit the number of monsters you encounter isn't of much use on the lower levels of the labyrinth, but on the top levels it can be a real help. Doors are more than just a way to get from one room to another. They are also a way to channel your enemies and attack from a position of strength.



FIGURE 11-5

**WHILE THE OVERLORDS ARE POWERFUL CREATURES, ONLY ONE CAN ATTACK AT A TIME HERE. THIS MAKES IT MUCH EASIER TO DEAL WITH THEM.**

On the early levels of the labyrinth, doors are an extremely important tool. Most of the enemies you face are unable to open doors, and must wait patiently for you to open them for them. Since they can't get out, you can make sure they don't get out. Open the door and wait. Let them come to you. As the creatures in the room try to get out to attack you, they'll have to come out in single file, and when they do, you can strike at them. Slower creatures have a tough time getting past your attacks, because every time you hit them, you knock them back a little bit.

The only real problem with this strategy is that it will block the door. If there is anything in a doorway (including you), you won't be able to close the door behind you. This might not be a big deal for you all of the time, but the ability to close the door behind you means you can keep the nasties still ahead of you from chasing you all the way back to the stairs. The way around this is to take one step into the room so that you are standing in the doorway yourself. While this will allow three creatures to attack at the same time, it will also leave the doorway free if you need to back out.

Doorways are even more important for Rogues. When you learn the Telekinesis spell, you can open doors from a distance and fire through with your bow. While some creatures might be able to sneak through your fire, you'll take down quite a few as they congregate around the door and try to get out.

The same basic principle holds for open portals that are only wide enough for one monster to pass through at the same time. You can wipe out hordes of creatures with spells, ranged attacks from a bow, or even at melee range without too much worry if you are careful not to step in too far.

Of course, you don't always have the luxury of hanging around in a doorway, and sometimes retreat is impossible. Phasing and Teleport can get you out of nasty situations, but Phasing is potentially dangerous because it can put you immediately in the heart of another ambush. If you feel like staying





FIGURE 11-6

**THE ROGUE CAN CREATE TONS OF CARNAGE BY STANDING IN A DOORWAY AND FIRING THROUGH.**

around and fighting it out, back up against a wall or into a corner. Corners are the best, since these allow only three monsters to attack you close in at once.

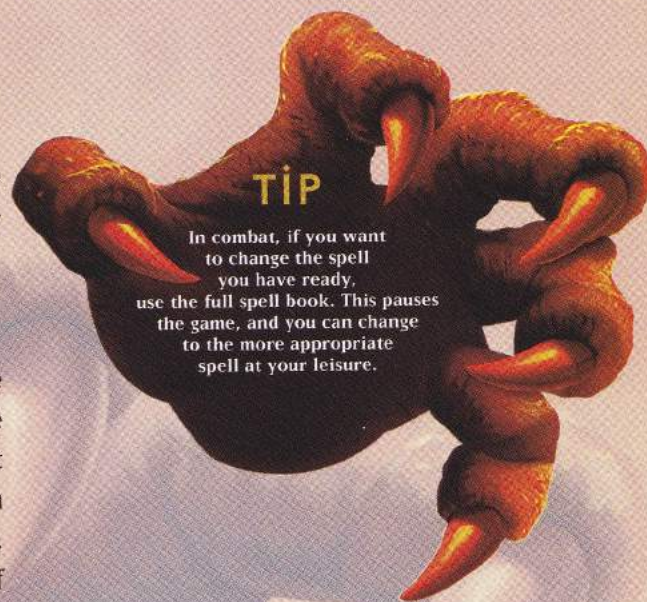
## SPELLS IN COMBAT

Another significant advantage you have over the creatures of the labyrinth is that you're much more versatile than they are. The monsters, even the most powerful ones, are one-trick ponies. They have an extremely limited repertoire of what they can do. With your ability to attack closely, regardless of the character you are playing, and to cast combat spells, you are flexible and able to adapt to the situation at hand. While those Storm Demons are stuck attacking with their claws and hitting with Lightning, you can Stone Curse them, use Fireballs, or hit them with Flame Waves, all the while hacking away with your weapon of choice.

Obviously, this means building up your ability to cast spells, both in terms of mana and books. Therefore, any time you spot a library, fight to get in. This is important for all characters, not just the Sorcerer. Even as a Warrior, with your low mana

and lower magic ability, you need spells and will benefit from learning them. Use the money you get from bringing back magical items to Tristram to buy books from Adria. Especially important for all characters are the spells Healing, Town Portal, Mana Shield, Fire Wall, Chain Lightning, and Stone Curse.

You can use these spells in combat easily. The interface is designed so that casting a spell is as easy as pushing a button, as long as the spell is ready to cast. One of your first goals on any level, particularly the later ones where resistances are much more common, should be to determine what creatures you are facing so that you can have the proper spells ready to cast.



**TIP**  
In combat, if you want to change the spell you have ready, use the full spell book. This pauses the game, and you can change to the more appropriate spell at your leisure.

On some levels, particularly in the Cathedral and the Caves, you'll have the opportunity to use spells through gratings or fences. Much like casting or attacking from a doorway, you'll be able to fight from a distance with less fear of retaliation. This is more dangerous on the Cave levels for two reasons. First, many of the creatures in the Caves have a distance attack, which a lot of the Cathedral dwellers don't. Second, many dwellers in the Caves can open doors.





FIGURE 11-7

**FIRING MAGIC SPELLS THROUGH GRATINGS OR FENCES CAN LET YOU HIT FROM A DISTANCE WITHOUT THE WORRY OF BEING ATTACKED IN RETURN.**

### IMPROVING YOURSELF

Another significant advantage that you have is the ability to improve yourself in comparison with the monsters of the labyrinth. A Skeleton Captain is a Skeleton Captain. It doesn't mature and grow and suddenly become a Corpse Captain one day. You do grow and change. The Red Storm that could burn through you when you first enter the labyrinth falls to your blade easily down in the Caves.

Part of this is due to your increasingly good weaponry and armor, not to mention the other items you find in the labyrinth. Part of this is also due to your rising in levels. For every level you gain, you get five points to distribute among your attributes. Distribute these carefully, and with a plan.

It's best to keep in mind both your natural scores and your adjusted scores with your magical items. If you are only a few points away from using a good item, put your attribute scores there when you raise a level. Otherwise, try to balance your attribute scores across the full range of attributes. All characters need high vitality because of the additional

hit points it offers. High dexterity means a better chance to hit in combat and a better armor class. High strength means you'll cause damage in combat and be able to use better weapons and armor. And of course, high magic means better spells and more mana. All of these attributes are important for all classes, so just because you are playing a Sorcerer and want a great magic attribute, don't forget to add points across the board. High magic is great, but if a creature you're hitting with spells gets in close and you don't have the strength to wear good armor or the hit points to take damage, you'll be restarting your game soon.

You can also improve your resistance to magic, fire, and lightning. You start with no resistances here, but you'll find items that grant you some protection. This protection is critical to your survival in the deeper levels of the labyrinth.

Just as with items that increase your magic ability, hoard items in Tristram that increase your resistances. Obviously, items that increase all of your resistances are particularly useful. When you get to the lower levels, a slightly lower armor class or a



FIGURE 11-8

**RESISTANCES LIKE THIS ARE A GOOD THING. YOU CAN NEVER HAVE 100% RESISTANCE, BUT THE MAXIMUM OF 75% WILL SERVE YOU VERY WELL.**



little less damage in combat is a small price to pay to be able to avoid damage from half or more of the spells being fired at you.

## OVERALL GAME STRATEGY

Above all, remain flexible. Each new level of the labyrinth presents new challenges and, despite what you might think, deeper levels are not always more difficult. Some levels will be more suited to your character or style of play. If you base your success on magic, levels where the creatures sport a variety of immunities and resistances will be difficult for you, since you'll have to swap spells a lot. It's possible that the next level down will contain monsters that have the same vulnerabilities, and that makes life easier. While it's in your best interests to kill as many monsters as possible because the experience you gain increases your power, there's nothing that says you have to clear out level seven before you do level eight. You can always come back to the more difficult levels after you've gained a little strength and power.

The same holds true for the quests. The Butcher or King Leoric might be handing your head to you, but after you gain some power and ability—not to mention a few choice spells and the mana to use them—you'll find completing these quests easier. Don't feel the need to bang your virtual head against the walls of the labyrinth needlessly. With only a few exceptions, you can always backtrack.

And a final note on this concept. Contrary to what you might think, you can wait to face Lazarus and Diablo. Since you have the ability to save both your game and your character, you can stop where you are, and start a new game with a new labyrinth. By the time you reach Lazarus and Diablo in this second game, you'll be several levels more powerful than before, will have found more books and

possibly gained better items. It's also likely that you'll face a few different quests, giving you a chance to get better unique items as well. More money means more ability to buy what you want or need from Griswold and Adria. Don't think of it as a coward's way out. Think of it as a way to improve your chances of survival.





# STATISTICS

## CHARACTER STATISTICS

| CHARACTER CLASS<br>WARRIOR |   | CHARACTER CLASS<br>ROGUE |   | CHARACTER CLASS<br>SORCERER |   |
|----------------------------|---|--------------------------|---|-----------------------------|---|
| Starting Strength          | 30  | Starting Strength        | 20  | Starting Strength           | 15  |
| Maximum Strength           | 250   | Maximum Strength         | 55  | Maximum Strength            | 45  |
| Starting Magic             | 10  | Starting Magic           | 15  | Starting Magic              | 35  |
| Maximum Magic              | 50  | Maximum Magic            | 70  | Maximum Magic               | 250   |
| Starting Dexterity         | 20  | Starting Dexterity       | 30  | Starting Dexterity          | 15  |
| Maximum Dexterity          | 60  | Maximum Dexterity        | 250                                       | Maximum Dexterity           | 85  |
| Starting Vitality          | 25  | Starting Vitality        | 20  | Starting Vitality           | 20  |
| Maximum Vitality           | 100   | Maximum Vitality         | 80  | Maximum Vitality            | 80  |
| Starting Equipment         | 2 healing potions,<br>short sword, club,<br>buckler, 100 gold | Starting Equipment       | 2 healing potions,<br>short bow, 100 gold | Starting Equipment          | 2 mana potions, short<br>staff of Charged Bolt/<br>40 charges, 2 levels<br>of Firebolt spell,<br>100 gold |

## CREATURE STATISTICS

| CREATURE NAME        | CREATURE CLASS  | NORMAL<br>Hit Points | NIGHTMARE<br>Hit Points | HELL<br>Hit Points | RESISTANCES      | IMMUNITIES       |
|----------------------|-----------------|----------------------|-------------------------|--------------------|------------------|------------------|
| Acid Beast           | Spitting Terror | 20-33                | 220-298                 | 360-464            | None             | None             |
| Advocate             | Counselor       | 72                   | 535                     | 780                | Fire             | Magic, Lightning |
| Azure Drake          | Cave Viper      | 80-100               | 580-700                 | 840-1000           | Fire, Lightning  | None             |
| Black Death          | Zombie          | 12-20                | 175-220                 | 300-360            | None             | Magic            |
| Black Knight         | Black Knight    | 75                   | 550                     | 800                | Magic, Lightning | None             |
| Blink                | Winged Fiend    | 6-14                 | 136-184                 | 248-312            | None             | None             |
| Blood Claw           | Gargoyle        | 37-62                | 325-475                 | 500-700            | None             | Magic, Fire      |
| Blood Knight         | Black Knight    | 100                  | 700                     | 1000               | Fire             | Magic, Lightning |
| Bloodstone           | Magma Demon     | 27-37                | 265-325                 | 420-500            | Magic, Fire      | None             |
| Bone Gasher          | Scavenger       | 14-20                | 184-220                 | 312-360            | Magic            | None             |
| Burning Dead Axe     | Skeleton        | 4-6                  | 124-136                 | 232-248            | Fire             | Magic            |
| Burning Dead Bow     | Skeleton        | 5-12                 | 130-172                 | 240-296            | Fire             | Magic            |
| Burning Dead Captain | Skeleton        | 8-15                 | 148-190                 | 264-320            | Fire             | Magic            |
| Cabalist             | Counselor       | 60                   | 460                     | 680                | Fire, Magic      | Lightning        |
| Carver (Spear)       | Fallen One      | 2-4                  | 112-124                 | 216-232            | None             | None             |
| Carver (Sword)       | Fallen One      | 2-4                  | 115-127                 | 220-236            | None             | None             |
| Cave Viper           | Cave Viper      | 50-75                | 400-550                 | 600-800            | None             | Magic            |
| Corpse Axe           | Skeleton        | 2-3                  | 112-121                 | 216-228            | None             | Magic            |
| Corpse Bow           | Skeleton        | 4-8                  | 124-148                 | 232-264            | None             | Magic            |
| Corpse Captain       | Skeleton        | 6-10                 | 136-160                 | 248-280            | None             | Magic            |
| Counselor            | Counselor       | 35                   | 310                     | 480                | All              | None             |
| Dark One (Spear)     | Fallen One      | 10-18                | 160-208                 | 280-344            | None             | None             |
| Dark One (Sword)     | Fallen One      | 12-18                | 172-205                 | 296-344            | None             | None             |
| Death Wing           | Gargoyle        | 45-75                | 370-550                 | 560-800            | None             | Magic, Lightning |
| Devil Kin (Spear)    | Fallen One      | 6-12                 | 136-172                 | 248-296            | None             | None             |
| Devil Kin (Sword)    | Fallen One      | 8-12                 | 148-172                 | 264-296            | None             | None             |
| Doom Guard           | Black Knight    | 82                   | 595                     | 860                | Fire, Magic      | None             |
| Fallen One (Spear)   | Fallen One      | 1-2                  | 103-112                 | 204-216            | None             | None             |
| Fallen One (Sword)   | Fallen One      | 1-2                  | 106-115                 | 208-220            | None             | None             |
| Familiar             | Winged Fiend    | 10-17                | 160-205                 | 280-340            | Magic            | Lightning        |
| Fiend                | Winged Fiend    | 1-3                  | 109-118                 | 212-224            | None             | None             |



# CREATURE STATISTICS (CONTINUED)

| CREATURE NAME     | CREATURE CLASS  | NORMAL<br>Hit Points | NIGHTMARE<br>Hit Points | HELL<br>Hit Points | RESISTANCES      | IMMUNITIES       |
|-------------------|-----------------|----------------------|-------------------------|--------------------|------------------|------------------|
| Fire Clan (Bow)   | Goat Man        | 20-25                | 220-250                 | 360-400            | Fire             | None             |
| Fire Clan (Mace)  | Goat Man        | 25-32                | 250-295                 | 400-460            | Fire             | None             |
| Fire Drake        | Cave Viper      | 60-85                | 460-610                 | 680-880            | Fire             | Magic            |
| Flayed One        | Overlord        | 80-100               | 580-700                 | 840-1000           | Magic            | Fire             |
| Flesh Clan (Bow)  | Goat Man        | 10-17                | 160-205                 | 280-340            | None             | None             |
| Flesh Clan (Mace) | Goat Man        | 15-22                | 190-235                 | 320-380            | None             | None             |
| Frost Charger     | Horned Demon    | 30-50                | 280-400                 | 440-600            | Lightning        | Magic            |
| Gargoyle          | Gargoyle        | 30-45                | 280-370                 | 440-560            | Lightning        | Magic            |
| Ghoul             | Zombie          | 3-5                  | 121-133                 | 228-244            | None             | Magic            |
| Gloom             | Winged Fiend    | 14-18                | 184-208                 | 312-344            | Magic            | None             |
| Gold Viper        | Cave Viper      | 70-90                | 520-640                 | 760-920            | Lightning        | Magic            |
| Hell Horror       | Skeleton        | 100                  | 700                     | 1000               | Fire             | Lightning, Magic |
| Hell Spawn        | Succubus        | 75-100               | 550-700                 | 800-1000           | Magic            | Lightning        |
| Hellstone         | Magma Demon     | 30-40                | 265-325                 | 440-520            | None             | Magic, Fire      |
| Hidden            | The Hidden      | 4-12                 | 124-172                 | 232-296            | None             | None             |
| Horned Demon      | Horned Demon    | 20-40                | 220-340                 | 360-520            | None             | None             |
| Horror (Axe)      | Skeleton        | 6-10                 | 136-160                 | 248-280            | Lightning        | Magic            |
| Horror (Bow)      | Skeleton        | 7-22                 | 145-235                 | 260-380            | Lightning        | Magic            |
| Horror Captain    | Skeleton        | 17-25                | 205-250                 | 340-400            | Lightning        | Magic            |
| Illusion Weaver   | The Hidden      | 20-30                | 220-280                 | 360-440            | Magic, Fire      | None             |
| Lava Lord         | Magma Demon     | 35-42                | 310-355                 | 480-540            | None             | Magic, Fire      |
| Lava Maw          | Spitting Terror | 50-75                | 440-550                 | 600-800            | Magic            | Fire             |
| Maelstrom         | Storm Demon     | 45-75                | 370-550                 | 560-800            | Magic            | Lighting         |
| Magistrate        | Counselor       | 42                   | 355                     | 540                | Magic, Lightning | Fire             |
| Magma Demon       | Magma Demon     | 25-35                | 250-310                 | 400-480            | Fire             | Magic            |
| Mud Man           | Overlord        | 50-62                | 400-475                 | 600-700            | None             | None             |
| Mud Runner        | Horned Demon    | 25-45                | 250-370                 | 400-560            | None             | None             |
| Night Clan (Bow)  | Goat Man        | 25-32                | 250-295                 | 400-460            | Magic            | None             |
| Night Clan (Mace) | Goat Man        | 27-35                | 265-310                 | 420-480            | Magic            | None             |
| Obsidian Lord     | Horned Demon    | 35-55                | 310-430                 | 480-640            | Lightning        | Magic            |
| Overlord          | Overlord        | 30-40                | 280-340                 | 440-520            | None             | None             |
| Pit Beast         | Spitting Terror | 40-55                | 340-430                 | 520-640            | Magic            | None             |
| Plague Eater      | Scavenger       | 6-12                 | 136-172                 | 248-296            | None             | None             |
| Poison Spitter    | Spitting Terror | 30-42                | 280-355                 | 440-540            | None             | None             |
| Red Storm         | Storm Demon     | 27-55                | 265-430                 | 420-640            | Lightning        | Magic            |
| Rotting Carcass   | Zombie          | 7-12                 | 145-175                 | 260-300            | None             | Magic            |
| Scavenger         | Scavenger       | 1-3                  | 109-118                 | 212-224            | None             | None             |
| Shadow Beast      | Scavenger       | 12-18                | 172-208                 | 296-344            | None             | None             |
| Skeleton (Axe)    | Skeleton        | 1-2                  | 106-112                 | 208-216            | None             | Magic            |
| Skeleton (Bow)    | Skeleton        | 1-2                  | 106-112                 | 208-216            | None             | Magic            |
| Skeleton Captain  | Skeleton        | 1-3                  | 109-118                 | 212-224            | None             | Magic            |
| Snow Witch        | Succubus        | 67-87                | 505-625                 | 740-900            | Lightning        | None             |
| Soul Burner       | Succubus        | 70-112               | 520-775                 | 760-1100           | Magic, Lightning | Fire             |
| Stalker           | The Hidden      | 15-22                | 190-235                 | 320-380            | None             | None             |
| Steel Lord        | Black Knight    | 90                   | 640                     | 920                | Lightning, Magic | Fire             |
| Stone Clan (Bow)  | Goat Man        | 15-20                | 190-220                 | 320-360            | Magic            | None             |
| Stone Clan (Mace) | Goat Man        | 20-27                | 220-265                 | 360-420            | Magic            | None             |
| Storm Lord        | Storm Demon     | 37-67                | 325-505                 | 500-740            | Magic            | Lightning        |
| Storm Rider       | Storm Demon     | 30-60                | 280-460                 | 440-680            | Magic            | Lightning        |
| Succubus          | Succubus        | 60-75                | 460-550                 | 680-800            | Magic            | None             |
| Toad Demon        | Overlord        | 67-80                | 505-580                 | 740-840            | None             | Magic            |
| Unseen            | The Hidden      | 17-25                | 205-250                 | 340-400            | Magic            | None             |
| Winged Demon      | Gargoyle        | 22-30                | 235-280                 | 380-440            | Fire             | Magic            |
| Zombie            | Zombie          | 2-3                  | 112-121                 | 216-228            | None             | Magic            |



### WEAPONS

#### AXES

| AXE TYPE   | DAMAGE | DURABILITY | REQUIREMENTS TO USE | TWO-HANDED WEAPON |
|------------|--------|------------|---------------------|-------------------|
| Small Axe  | 2-10   | 24         | None                | Yes               |
| Axe        | 4-12   | 32         | 22 Strength         | Yes               |
| Large Axe  | 6-16   | 40         | 30 Strength         | Yes               |
| Broad Axe  | 8-20   | 50         | 50 Strength         | Yes               |
| Battle Axe | 10-25  | 60         | 65 Strength         | Yes               |
| Great Axe  | 12-30  | 75         | 80 Strength         | Yes               |

#### BOWS

| BOW TYPE         | DAMAGE | DURABILITY | REQUIREMENTS TO USE       | TWO-HANDED WEAPON |
|------------------|--------|------------|---------------------------|-------------------|
| Short Bow        | 1-4    | 20         | None                      | Yes               |
| Hunter's Bow     | 2-5    | 40         | 20 Strength, 35 Dexterity | Yes               |
| Long Bow         | 1-6    | 35         | 25 Strength, 30 Dexterity | Yes               |
| Composite Bow    | 3-6    | 45         | 25 Strength, 40 Dexterity | Yes               |
| Short Battle Bow | 3-9    | 45         | 30 Strength, 50 Dexterity | Yes               |
| Long Battle Bow  | 1-10   | 50         | 30 Strength, 60 Dexterity | Yes               |
| Short War Bow    | 4-8    | 55         | 35 Strength, 70 Dexterity | Yes               |
| Long War Bow     | 1-14   | 60         | 45 Strength, 80 Dexterity | Yes               |

#### CLUBS

| CLUB TYPE    | DAMAGE     | DURABILITY | REQUIREMENTS TO USE | TWO-HANDED WEAPON |
|--------------|------------|------------|---------------------|-------------------|
| Club         | 1-6        | 20         | None                | No                |
| Mace         | 1-8        | 32         | 16 Strength         | No                |
| Spiked Club* | 4-6 or 3-6 | 20         | 18 Strength         | No                |
| Morning Star | 1-10       | 40         | 26 Strength         | No                |
| Flail        | 2-12       | 36         | 30 Strength         | No                |
| Warhammer    | 5-9        | 50         | 40 Strength         | No                |
| Maul         | 6-20       | 50         | 55 Strength         | Yes               |

\*There are two varieties of spiked club, hitting for either 4-6 or 3-6 damage. These weapons are identical in all other ways.

#### STAVES

| STAFF TYPE      | DAMAGE | DURABILITY | REQUIREMENTS TO USE | TWO-HANDED WEAPON |
|-----------------|--------|------------|---------------------|-------------------|
| Short Staff     | 2-4    | 25         | None                | Yes               |
| Long Staff      | 4-8    | 35         | None                | Yes               |
| Composite Staff | 5-10   | 45         | None                | Yes               |
| Quarter Staff   | 6-12   | 55         | 20 Strength         | Yes               |
| War Staff       | 8-16   | 75         | 30 Strength         | Yes               |

#### SWORDS

| SWORD TYPE       | DAMAGE | DURABILITY | REQUIREMENTS TO USE       | TWO-HANDED WEAPON |
|------------------|--------|------------|---------------------------|-------------------|
| Dagger           | 1-4    | 16         | None                      | No                |
| Sabre            | 1-8    | 45         | 17 Strength               | No                |
| Short Sword      | 2-6    | 20         | 18 Strength               | No                |
| Blade            | 2-8    | 25         | 20 Strength               | No                |
| Scimitar         | 3-7    | 28         | 23 Strength, 23 Dexterity | No                |
| Long Sword       | 2-10   | 30         | 30 Strength               | No                |
| Falchion         | 4-8    | 20         | 30 Strength               | No                |
| Claymore         | 1-12   | 36         | 35 Strength               | No                |
| Broad Sword      | 4-12   | 50         | 40 Strength               | No                |
| Bastard Sword    | 6-15   | 60         | 50 Strength               | No                |
| Two-Handed Sword | 8-16   | 75         | 65 Strength               | Yes               |
| Great Sword      | 10-20  | 100        | 75 Strength               | Yes               |



# ARMOR

## BODY ARMOR

| ARMOR TYPE         | PROTECTION | DURABILITY | REQUIREMENTS TO USE |
|--------------------|------------|------------|---------------------|
| Cape               | 1-5        | 12         | None                |
| Rags               | 2-6        | 6          | None                |
| Cloak              | 3-7        | 18         | none                |
| Robe               | 4-9        | 24         | None                |
| Leather Armor      | 9-13       | 35         | None                |
| Quilted Armor      | 6-10       | 30         | None                |
| Hard Leather Armor | 11-15      | 40         | None                |
| Studded Leather    | 13-17      | 45         | 20 Strength         |
| Ring Mail          | 17-20      | 50         | 25 Strength         |
| Chain Mail         | 18-22      | 55         | 30 Strength         |
| Scale Mail         | 23-26      | 60         | 35 Strength         |
| Breast Plate       | 20-24      | 80         | 40 Strength         |
| Splint Mail        | 30-35      | 65         | 40 Strength         |
| Plate Mail         | 44-46      | 75         | 60 Strength         |
| Field Plate Mail   | 42-44      | 80         | 65 Strength         |
| Gothic Plate Mail  | 57-60      | 100        | 80 Strength         |
| Full Plate Mail    | 64-72      | 90         | 90 Strength         |

## HELMS

| HELM TYPE  | PROTECTION | DURABILITY | REQUIREMENTS TO USE |
|------------|------------|------------|---------------------|
| Cap        | 1-3        | 15         | None                |
| Skull Cap  | 2-4        | 20         | None                |
| Crown      | 8-12       | 40         | None                |
| Helm       | 3-6        | 30         | 25 Strength         |
| Full Helm  | 4-8        | 35         | 35 Strength         |
| Great Helm | 10-14      | 60         | 50 Strength         |

## SHIELDS

| HELM TYPE     | PROTECTION | DURABILITY | REQUIREMENTS TO USE |
|---------------|------------|------------|---------------------|
| Buckler       | 1-5        | 10         | none                |
| Small Shield  | 3-8        | 24         | 25 Strength         |
| Large Shield  | 6-10       | 32         | 40 Strength         |
| Kite Shield   | 9-15       | 40         | 50 Strength         |
| Tower Shield  | 15-20      | 50         | 60 Strength         |
| Gothic Shield | 16-18      | 60         | 80 Strength         |



### Unique Items

#### WEAPONS

##### AXES

| Item Name              | Item Type  | Properties   |
|------------------------|------------|--|
| Aguinara's Hatchet     | Small Axe  | +10 magic, +80% resist magic, +1 all spell levels                                      |
| Bloodslayer            | Broad Axe  | +100% damage, +50% damage to demons, -5 all attributes, -1 to all spell levels         |
| The Butcher's Cleaver  | Cleaver    | +10 strength, 2-24 damage, durability 10, received when the Butcher quest is completed |
| The Celestial Axe      | Battle Axe | no strength requirement, +15% to hit, -15 strength                                     |
| Hellslayer             | Battle Axe | +8 strength, +8 vitality, +100% damage, +25 hit points, -25 mana                       |
| The Mangler            | Large Axe  | +200% damage, -5 dexterity, -5 magic, -10 mana   |
| Messerschmidt's Reaper | Great Axe  | +200% damage, +15 damage, +5 all attributes, -50 hit points, 2-12                      |
| Sharp Beak             | Large Axe  | +20 hit points, -10 magic, -10 mana  |
| Stonecleaver           | Broad Axe  | +30 hit points, +20% to hit, +50% damage, +40% resist Lightning                        |
| Wicked Axe             | Large Axe  | +30% to hit, +10 dexterity, -10 vitality, -1-6 damage from enemies                     |

##### BOWS

| Item Name        | Item Type       | Properties  |
|------------------|-----------------|---|
| The Blackoak Bow | Long Bow        | +10 dexterity, -10 vitality, +50% damage, -10% light radius |
| Flamedart        | Bow             | +1-6 fire damage, +20% to hit, resist fire +40%             |
| Fleshstinger     | Long Bow        | +15 dexterity, +40% to hit, +80% damage, 6 durability       |
| Eaglehorn        | Long Battle Bow | +20 dexterity, +50% to hit, +100% damage, indestructible    |
| The Needler      | Short Bow       | +50% to hit, 1-3 damage                                     |
| The Rift Bow     | Short Bow       | Random arrow speed, +2 damage, -3 dexterity                 |
| Windforce        |                 | +5 strength, +200% damage, knocks target back               |

##### CLUBS

| Item Name          | Item Type    | Properties  |
|--------------------|--------------|---|
| Baranar's Star     | Morning Star | +12% to hit, +80% damage, +4 vitality, -4 dexterity, durability 60, fast attack                                   |
| The Celestial Star | Flail        | no strength requirement, +20% light radius, +10 damage, -8 armor class  |
| Civerb's Cudgel    | Mace         | +35% damage to demons, -5 dexterity, -2 magic   |
| Crackrust          | Mace         | +2 all attributes, indestructible, +15% resist all, +50% damage, -1 all spell levels                              |
| The Cranium Basher | Maul         | +20 damage, +15 strength, indestructible, all mana lost, +5% resist all   |
| Dreamflange        | Mace         | +30 magic, +50 mana, +50% resist magic, +20% light radius, +1 all spell levels                                    |
| Gnarled Root       | Club         | +20% to hit, +300% damage, +10 dexterity, +5 magic, +10% resist all, -10 armor class                              |
| Hammer of Jholm    | Maul         | +4-10% damage, indestructible, +3 strength, +15% to hit   |
| Schaefer's Hammer  | War Hammer   | -100% damage, 1-50 points Lightning damage, +50 hit points, +30% to hit, +80% resist Lightning, +10% light radius |

##### STAVES

| Item Name     | Item Type     | Properties  |
|---------------|---------------|---|
| Gleamsong     | Short Staff   | +25 mana, -3 strength, -3 vitality, 76 Phasing charges  |
| Immolator     | Long Staff    | +20% resist fire, 4 points fire damage, +10 mana, -5 vitality                                       |
| Mindcry       | Quarter Staff | +15 magic, +15% resist all, +1 all spell levels, 69 Guardian charges                                |
| Naj's Puzzler | Long Staff    | +20 magic, +10 dexterity, +20% resist all, 57 Teleport charges, -25 hit points                      |
| Rod of Onan   | War Staff     | 50 Golem charges, +100% damage, -5 all attributes   |
| The Protector | Short Staff   | +5 vitality, attacker takes 1-3 damage, -5 damage from enemies, +40 armor class, 86 healing charges |



## Unique Items (CONTINUED)

### WEAPONS (CONTINUED)

#### STAVES (CONTINUED)

| Item Name        | Item Type       | Properties   |
|------------------|-----------------|--|
| Staff of Shadows | Long Staff      | -10 magic, +10% to hit, +60% damage, -20% light radius, faster attack                              |
| Storm Spire      | War Staff       | +50% resist Lightning, 2-8 Lightning damage, +10 strength, -10 magic                               |
| Thundercall      | Composite Staff | +35% to hit, 1-10 Lightning damage, 76 Lightning charges, +30% resist Lightning, +20% light radius |

#### SWORDS

| Item Name               | Item Type        | Properties   |
|-------------------------|------------------|--|
| Black Razor             | Dagger           | +150% damage, +2 vitality, durability 5  |
| The Bonesaw             | Claymore         | +10 damage, +10 strength, -5 magic, -5 dexterity, +10 hit points, -10 mana   |
| The Defender            | Sabre            | +5 armor, +5 vitality, -5 damage from enemies  |
| Doombringer             | Bastard Sword    | +25% to hit, +250% damage, -5 all attributes, -20% light radius, -25 hit points  |
| The Executioner's Blade | Falchion         | +150% damage, -10 hit points, -10% light radius, +200% durability  |
| The Falcon's Talon      | Scimitar         | +20% to hit, -33% damage, +10% dexterity, fastest attack   |
| Gibbous Moon            | Broad Sword      | +2 to all attributes, +25% damage, +15 mana, -30% light radius   |
| Gonnagal's Dirk         | Dagger           | -5 dexterity, +4 damage, fast attack, +25% resist fire   |
| The Grandfather         | Great Sword      | one-handed weapon, +5 all attributes, +20% to hit, +70% damage, +20 hit points   |
| Griswold's Edge         | Broad Sword      | 1-10 fire damage, +25% to hit, faster attack, knocks target back, +20 mana, -20 hit points, received when the Anvil of Fury quest is completed |
| The Grizzly             | Two-Handed Sword | +20 strength, -5 vitality, +200% damage, knocks target back, +100% durability  |
| Gryphon's Claw          | Falchion         | +100% damage, -2 magic, -5 dexterity   |
| Ice Shank               | Long Sword       | +40% resist fire, durability 15, +5-10 strength  |
| Inferno                 | Long Sword       | 2-12 fire damage, +30% light radius, +20 mana, +80% resist fire  |
| Lightsabre              | Sabre            | +20% light radius, 1-10 Lightning damage, +20% to hit, +50% resist Lightning   |
| Shadowhawk              | Broad Sword      | -20% light radius, steals 5% mana, +15% to hit, +5 resist all  |
| Wizardspike             | Dagger           | +15 magic, +35 mana, +25% to hit, +15% resist all  |

### ARMOR

#### BODY ARMOR

| Item Name            | Item Type       | Properties  |
|----------------------|-----------------|---|
| Arkaine's Valor      | Splint Mail     | +25 armor class, +10 vitality, -3 damage from enemies, fastest hit recovery, received when the Valor quest is completed |
| The Gladiator's Bane | Studded Leather | +25 armor class, -2 damage from enemies, +200% durability, -3 all attributes  |
| Leather of Aut       | Leather         | +15 armor class, +5 strength, -5 magic, +5 dexterity, indestructible  |
| Naj's Light Plate    | Plate Mail      | no strength requirement, +5 magic, +20 mana, +20% resist all, +1 all spell levels                                       |
| Nightscape           | Cape            | +15 armor class, -40% light radius, +20% resist all, faster hit recover, +3 dexterity                                   |
| The Rainbow Cloak    | Cloak           | +10 armor class, +1 all attributes, +10% resist all, +5 hit points, +50% durability                                     |
| Scavenger Carapace   | Breast Plate    | -15 damage from enemies, -30 armor class, +5 dexterity, +40% resist Lightning   |
| Sparkling Mail       | Chain Mail      | +30 armor class, 1-10 Lightning damage to attacker  |
| Torn Flesh of Souls  | Rags            | +10 Vitality, -1 damage from enemies, indestructible  |
| Wisdom's Wrap        | Robe            | +5 magic, +10 mana, +25% resist Lightning, +15 armor, -1 damage from enemies  |



### Unique Items (CONTINUED)

#### ARMOR (CONTINUED)

##### HELMS

| Item Name         | Item Type  | Properties   |
|-------------------|------------|--|
| Fool's Crest      | Helm       | -4 all attributes, +100 hit points, attacker takes 1-3 damage, +1-6 damage from enemies  |
| Gotterdamering    | Great Helm | +20 all attributes, +60% armor, all resistances dropped to 0%, -4 damage from enemies, -40% light radius                             |
| Harlequin's Crest | Cap        | +2 all attributes, +7 hit points, +7 mana, -3 armor, -1 damage from enemies, received when the Ogden's Sign quest is completed       |
| Helm of Spirits   | Helm       | steals 5% life per hit   |
| Overlord's Helm   | Helm       | +20 strength, +15 dexterity, +5 vitality, -20 magic, durability 15   |
| Royal Circlet     | Crown      | +10 all attributes, +40 mana, +40% armor, +10% light radius  |
| Thinking Cap      | Skull Cap  | +30 mana, +2 all spell levels, +20% resist all, durability 1   |
| The Undead Crown  | Crown      | +8 armor, steals 5% life per hit, received when the Curse of King Leoric quest is completed  |
| Veil of Steel     | Great Helm | +50% resist all, +60% armor, -30 mana, +15 strength, +15 vitality, -20% light radius, received when the Lachdanan quest is completed |

##### SHIELDS

| Item Name          | Item Type    | Properties  |
|--------------------|--------------|---|
| Blackoak Shield    | Small Shield | +10 dexterity, -10 vitality, +18 armor class, -10% light radius, +150% durability         |
| The Deflector      | Buckler      | +7 armor class, +10% resist all, -20% damage, -5% to hit                                  |
| Dragon's Breach    | Kite Shield  | +25% resist fire, +5 strength, +20 armor class, -5 magic, indestructible                  |
| Holy Defender      | Large Shield | +15 armor class, -2 damage from enemies, +20% resist fire, +200% durability, faster block |
| Split Skull Shield | Buckler      | +10 armor class, +10 hit points, +2 strength, -10% light radius, durability 15            |
| Stormshield        | Tower Shield | +40 armor class, -4 damage from enemies, +10 strength, indestructible, faster block       |

#### RINGS AND AMULETS

| Item Name             | Item Type | Properties  |
|-----------------------|-----------|---|
| The Bleeder           | Ring      | +20% resist magic, +30 mana, -10 hit points   |
| Bramble               | Ring      | -2 all attributes, +3 damage, +10 mana  |
| The Constricting Ring | Ring      | +75% (max) resist all, wearer loses hit points constantly   |
| Empyrean Band         | Ring      | +2 all attributes, +20% light radius, fast hit recovery, absorbs 50% trap damage, received when the Magic Rock quest is completed |
| The Optic Amulet      | Amulet    | +20% light radius, +20% resist Lightning, -1 damage from enemies, +5 magic  |
| Ring of Regha         | Ring      | +10 magic, +10% resist magic, +10% light radius, -3 strength, -3 dexterity  |
| Ring of Engagement    | Ring      | -1-2 damage from enemies, attacker takes 1-3 damage, +5 armor class, damages attacker's armor                                     |
| Ring of Truth         | Ring      | +10 hit points, -1 damage from enemies, +10% resist all, received when the Poisoned Water Supply quest is completed               |



# MAGIC ITEMS

## MAGIC PREFIXES

### AFFECTING FIRE RESISTANCE

| PREFIX   | EFFECT                   |
|----------|--------------------------|
| Red      | +11% to +20% resist fire |
| Crimson  | +21% to +30% resist fire |
| Burgundy | +31% to +40% resist fire |
| Garnet   | +41% to +50% resist fire |
| Ruby     | +51% to +60% resist fire |

### AFFECTING LIGHTNING RESISTANCE

| PREFIX   | EFFECT                        |
|----------|-------------------------------|
| Blue     | +11% to +20% resist Lightning |
| Azure    | +21% to +30% resist Lightning |
| Lapis    | +31% to +40% resist Lightning |
| Cobalt   | +41% to +50% resist Lightning |
| Sapphire | +51% to +60% resist Lightning |

### AFFECTING MAGIC RESISTANCE

| PREFIX  | EFFECT                    |
|---------|---------------------------|
| White   | +11% to +20% resist magic |
| Pearl   | +21% to +30% resist magic |
| Ivory   | +31% to +40% resist magic |
| Crystal | +41% to +50% resist magic |
| Diamond | +51% to +60% resist magic |

### AFFECTING ALL RESISTANCES

| PREFIX   | EFFECT                  |
|----------|-------------------------|
| Topaz    | +11% to +15% resist all |
| Amber    | +16% to +20% resist all |
| Jade     | +21% to +30% resist all |
| Obsidian | +31% to +40% resist all |
| Emerald  | +41% to +50% resist all |

### AFFECTING CHANCE TO HIT

| PREFIX   | MEANING               |
|----------|-----------------------|
| Tin      | -6% to -10% to hit    |
| Brass    | -1% to -5% to hit     |
| Bronze   | +1% to +5% to hit     |
| Iron     | +6% to +10% to hit    |
| Steel    | +11% to +15% to hit   |
| Silver   | +16% to +20% to hit   |
| Gold     | +21% to +30% to hit   |
| Platinum | +31% to +40% to hit   |
| Mithril  | +41% to +50% to hit   |
| Meteoric | +61% to +80% to hit   |
| Weird    | +81% to +100% to hit  |
| Strange  | +101% to +150% to hit |

### AFFECTING WEAPON DAMAGE

| PREFIX    | EFFECT                |
|-----------|-----------------------|
| Useless   | -76% to -100% damage  |
| Bent      | -51% to -75% damage   |
| Weak      | -26% to -50% damage   |
| Jagged    | +21% to +35% damage   |
| Deadly    | +36% to +50% damage   |
| Heavy     | +51% to +65% damage   |
| Vicious   | +66% to +80% damage   |
| Brutal    | +81% to +95% damage   |
| Massive   | +96% to +110% damage  |
| Savage    | +111% to +125% damage |
| Ruthless  | +126% to 150% damage  |
| Merciless | +151% to +175% damage |
| Massive   | +176% to +200% damage |

### AFFECTING BOTH WEAPON DAMAGE AND CHANCE TO HIT

| PREFIX     | EFFECT                                     |
|------------|--|
| Clumsy     | -6% to -10% to hit, -51% to -75% damage    |
| Dull       | -1% to -5% to hit, -26% to -50% damage     |
| Sharp      | +1% to +5% to hit, +31% to +40% damage     |
| Fine       | +6% to 10% to hit, +41% to 50% damage      |
| Warrior's  | +11% to +15% to hit, +51% to +65% damage   |
| Lord's     | +21% to +30% to hit, +66% to +85% damage   |
| Knight's   | +31% to +40% to hit, +86% to +110% damage  |
| Master's   | +41% to +50% to hit, +111% to +135% damage |
| Champion's | +51% to +75% to hit, +136% to 150% damage  |
| King's     | +76% to +100% to hit, +151% to 175% damage |

### CAUSING ADDITIONAL DAMAGE

| PREFIX    | EFFECT                               |
|-----------|--------------------------------------|
| Flaming   | +1 to +10 points of fire damage      |
| Lightning | +2 to +20 points of Lightning damage |

### AFFECTING MANA AMOUNT

| PREFIX    | EFFECT                  |
|-----------|-------------------------|
| Hyena's   | -11 to -20 mana points  |
| Frog's    | -1 to -10 mana points   |
| Spider's  | +11 to +15 mana points  |
| Raven's   | +16 to +20 mana points  |
| Snake's   | +21 to +30 mana points  |
| Serpent's | +31 to +40 mana points  |
| Drake's   | +41 to +50 mana points  |
| Dragon's  | +51 to +60 mana points  |
| Wyrn's    | +61 to +80 mana points  |
| Hydra's   | +81 to +100 mana points |



### MAGIC ITEMS (CONTINUED)

#### MAGIC PREFIXES (CONTINUED)

##### AFFECTING SPELLS

| PREFIX       | EFFECT                       |
|--------------|------------------------------|
| Angel's      | All spells raised one level  |
| Arch-Angel's | All spells raised two levels |
| Monk's       | Decreases spell cost         |
| Priest's     | Decreases spell cost         |
| Cardinal's   | Decreases spell cost         |
| Cryptic      | Increases spell duration     |
| Arcane       | Increases spell duration     |

##### AFFECTING STAVES

| PREFIX    | EFFECT                   |
|-----------|--------------------------|
| Plentiful | Double number of charges |
| Bountiful | Triple number of charges |

##### AFFECTING ARMOR CLASS

| PREFIX      | EFFECT               |
|-------------|----------------------|
| Vulnerable  | -75% to -100% armor  |
| Dilapidated | -51% to -75% armor   |
| Rusted      | -25% to -50% armor   |
| Fine        | +11% to +20% armor   |
| Sturdy      | +21% to +30% armor   |
| Strong      | +31% to +40% armor   |
| Grand       | +41% to +55% armor   |
| Valiant     | +56% to +70% armor   |
| Glorious    | +71% to +90% armor   |
| Blessed     | +91% to +110% armor  |
| Saintly     | +111% to +130% armor |
| Awesome     | +131% to +150% armor |
| Holy        | +151% to +175% armor |
| Godly       | +176% to +200% armor |

#### MAGIC SUFFIXES

##### AFFECTING DAMAGE TAKEN FROM ENEMIES

| SUFFIX        | EFFECT                              |
|---------------|-------------------------------------|
| of Pain       | +2 to +4 damage taken from enemies  |
| of Tears      | +1 damage taken from enemies        |
| of Health     | -1 damage taken from enemies        |
| of Protection | -2 damage taken from enemies        |
| of Absorption | -3 damage taken from enemies        |
| of Deflection | -4 damage taken from enemies        |
| of Osmosis    | -5 to -10 damage taken from enemies |
| of Thieves    | Halves damage taken from traps      |
| of Blocking   | Fast block                          |

##### AFFECTING STRENGTH

| SUFFIX        | EFFECT              |
|---------------|---------------------|
| of Frailty    | -6 to -10 Strength  |
| of Weakness   | -1 to -5 Strength   |
| of Strength   | +1 to +5 Strength   |
| of Might      | +6 to +10 Strength  |
| of Power      | +11 to +15 Strength |
| of Giants     | +16 to +20 Strength |
| of the Titans | +21 to +30 Strength |

##### AFFECTING MAGIC

| SUFFIX        | EFFECT           |
|---------------|------------------|
| of the Fool   | -6 to -10 Magic  |
| of Dyslexia   | -1 to -5 Magic   |
| of Magic      | +1 to +5 Magic   |
| of the Mind   | +6 to +10 Magic  |
| of Brilliance | +11 to +15 Magic |
| of Sorcery    | +16 to +20 Magic |
| of Wizardry   | +21 to +30 Magic |

##### AFFECTING DEXTERITY

| SUFFIX        | EFFECT               |
|---------------|----------------------|
| of Paralysis  | -6 to -10 Dexterity  |
| of Atrophy    | -1 to -5 Dexterity   |
| of Dexterity  | +1 to +5 Dexterity   |
| of Skill      | +6 to +10 Dexterity  |
| of Accuracy   | +11 to +15 Dexterity |
| of Precision  | +16 to +20 Dexterity |
| of Perfection | +21 to +30 Dexterity |

##### AFFECTING VITALITY

| SUFFIX      | EFFECT              |
|-------------|---------------------|
| of Illness  | -6 to -10 Vitality  |
| of Disease  | -1 to -5 Vitality   |
| of Vitality | +1 to +5 Vitality   |
| of Zest     | +6 to +10 Vitality  |
| of Vim      | +11 to +15 Vitality |
| of Vigor    | +16 to +20 Vitality |
| of Life     | +21 to +30 Vitality |



## Magic Items (CONTINUED)

### Affecting All Attributes

| SUFFIX         | EFFECT                       |
|----------------|------------------------------|
| of Trouble     | -6 to -10 to all attributes  |
| of the Pit     | -1 to -5 to all attributes   |
| of the Sky     | +1 to +3 to all attributes   |
| of the Moon    | +4 to +7 to all attributes   |
| of the Stars   | +8 to +11 to all attributes  |
| of the Heavens | +12 to +15 to all attributes |
| of the Zodiac  | +16 to +20 to all attributes |

### Affecting Hit Points

| SUFFIX         | EFFECT                              |
|----------------|-------------------------------------|
| of the Vulture | -11 to -20 hit points               |
| of the Jackal  | -1 to -10 hit points                |
| of the Fox     | +11 to +15 hit points               |
| of the Jaguar  | +16 to +20 hit points               |
| of the Eagle   | +21 to +30 hit points               |
| of the Wolf    | +31 to +40 hit points               |
| of the Tiger   | +41 to +50 hit points               |
| of the Lion    | +51 to +60 hit points               |
| of the Mammoth | +61 to +80 hit points               |
| of the Whale   | +81 to +100 hit points              |
| of the Leech   | 3% of damage caused added to health |
| of Blood       | 5% of damage caused added to health |

### Affecting Mana

| SUFFIX         | EFFECT                            |
|----------------|-----------------------------------|
| of Corruption  | All mana lost                     |
| of the Bat     | 3% of damage caused added to mana |
| of the Vampire | 6% of damage caused added to mana |

### Affecting Speed of Attack and Recovery

| SUFFIX       | EFFECT               |
|--------------|----------------------|
| of Balance   | fast hit recovery    |
| of Stability | faster hit recovery  |
| of Harmony   | fastest hit recovery |
| of Readiness | fast attack          |
| of Speed     | faster attack        |
| of Swiftmess | faster attack        |
| of Haste     | fastest attack       |

### Affecting Light Radius

| SUFFIX       | EFFECT     |
|--------------|------------|
| of the Dark  | -40% light |
| of the Night | -20% light |
| of Light     | +20% light |
| of Radiance  | +40% light |

### Affecting Item Durability

| SUFFIX           | EFFECT                         |
|------------------|--------------------------------|
| of Fragility     | Durability of item is 1        |
| of Brittleness   | -26% to -75% Durability        |
| of Sturdiness    | +26% to +50% Durability        |
| of Craftsmanship | +51% to +100% Durability       |
| of Many          | Durability doubled (bows only) |
| of Plenty        | Durability tripled (bows only) |
| of the Ages      | Item is indestructible         |

### Causing Special Damage

| SUFFIX       | EFFECT                                     |
|--------------|--|
| of Flame     | additional 1-3 points of fire damage       |
| of Fire      | additional 1-6 points of fire damage       |
| of Burning   | additional 1-16 points of fire damage      |
| of Shock     | additional 1-6 points of Lightning damage  |
| of Lightning | additional 1-10 points of Lightning damage |
| of Thunder   | additional 2-20 points of Lightning damage |

### Causing Additional Damage

| SUFFIX           | EFFECT   |
|------------------|--|
| of Quality       | +1 to +2 damage                                    |
| of Maiming       | +3 to +5 damage                                    |
| of Slaying       | +6 to +8 damage                                    |
| of Gore          | +9 to +12 damage                                   |
| of Carnage       | +13 to +16 damage                                  |
| of Slaughter     | +17 to +20 damage                                  |
| of the Crusaders | 50% of previous attack damage added to next attack |

### Affecting Target of Strike

| SUFFIX        | EFFECT   |
|---------------|--|
| of Bashing    | damages target's armor                         |
| of Piercing   | damages target's armor                         |
| of Puncturing | damages target's armor                         |
| of Vileness   | target does not heal                           |
| of the Bear   | knocks target back                             |
| of Thorns     | 1 to 3 damage caused to enemy per enemy attack |
| of Spikes     | 1 to 6 damage caused to enemy per enemy attack |

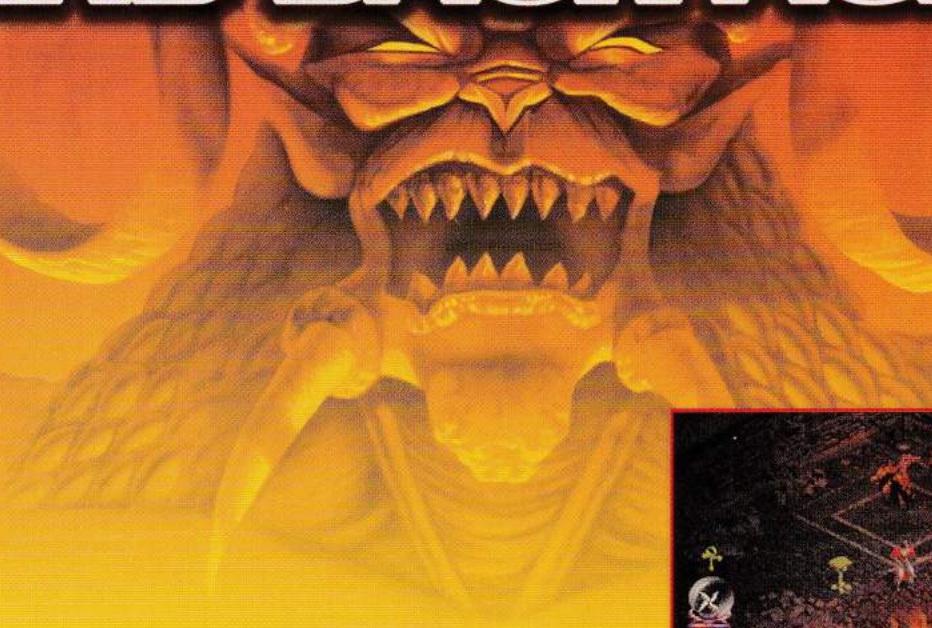






### SHRINES

| SHRINE            | EFFECT   |
|-------------------|--|
| Abandoned         | +2 Dexterity   |
| Blood Fountain    | Restores one hit point, reusable   |
| Cauldron          | Random effect  |
| Creepy            | +2 Strength  |
| Cryptic           | Restores mana, casts Nova spell from player  |
| Divine            | Produces either 2 full rejuvenation potions or 1 full mana and 1 full healing potion             |
| Eerie             | +2 Magic   |
| Eldritch          | Health and mana potions become rejuvenation potions  |
| Enchanted         | One spell drops one level, all others raise one  |
| Fascinating       | +2 Firebolt spell, lose 10% maximum mana   |
| Fountain of Tears | Adds one to one attribute, subtracts one from another  |
| Goat              | Random effect  |
| Glimmering        | All items identified   |
| Gloomy            | +2 armor class to shields helmets and armor, -1 to all maximum weapon damage for weapon in hand. |
| Hidden            | +10 points to durability of all items, -10 durability to one item                                |
| Holy              | Random teleport  |
| Imposing          | Converts 1/4 of mana into health   |
| Magical           | Casts mana shield on your character  |
| Murky Pool        | Grants Infravision   |
| Mysterious        | +5 to a random attribute, -1 to the other three attributes                                       |
| Ornate            | +2 holy bolt levels, -10% maximum mana   |
| Purifying Spring  | Restores one point of mana, reusable   |
| Quiet             | +2 Vitality  |
| Religious         | Repairs all weapons  |
| Sacred            | +2 charged bolt levels, -10% maximum mana  |
| Secluded          | Complete automap of level  |
| Spiritual         | Fills empty inventory locations with 10/20 gold  |
| Spooky            | Other player gets full health and mana   |
| Stone             | Recharges staves   |
| Supernatural      | Increases abilities of bosses on the level   |
| Tainted           | User gains 1 to a random attribute, other player loses one to a random attribute                 |
| Thaumaturgic      | All chests on the level regenerate with new items  |
| Weird             | +1 to maximum weapon damage  |



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